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EVERQUEST II

DESERT OF FLAMES

PRIMA OFFICIAL GAME GUIDE

ERIC MYLONAS

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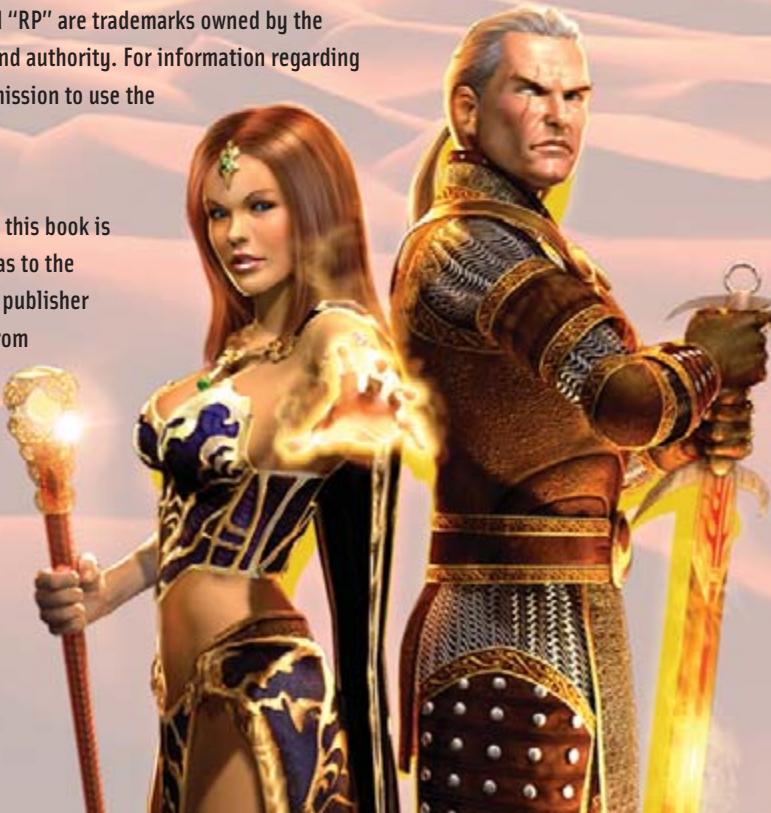


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Prologue

The sun blazed overhead as two elves trekked across the scorching sands. The smaller one raised a delicate hand to indicate a halt to their trek then sat down wearily atop the crest of a sand dune. Her companion, acknowledging the need for a rest, sat down heavily with his sword across his knees.

"I wish this land could be as it was in our ancestors' time. Beautiful Tunaria with her forest canopy and the grand city of Takish Hiz, tributes to the Mother of All," said the woman as she brushed away a stray wisp of hair. "None of this sand and dry wind that consumes what little moisture might be found in these parts."

"You realize, my dear, I would settle for our beloved Kelethin instead," replied the wood elf with a smile.

"As long as we have each other, I would travel to the ends of the world with you, Wynn," said his companion.

"And I would never stray from your side, Cryth," he replied.

"If we keep traveling in this direction we'll find the old druid ring of Ro, or what is left of it, over the next dune. That is, if it hasn't been completely buried in sand or otherwise destroyed by the Shattering," said Cryth, getting back to her feet and shouldering her backpack once more.

"Lead on then. You always knew your way to the ancient rings better than I did," said Wynn with a chuckle. They continued on in silence as their feet slipped upon the shifting terrain and the wind picked up sand.

"There! I think that might be it!" said Cryth, pointing below them to several large stone blocks rising out of the sand. Unaware of anything but the ancient druid stones ahead of her, Cryth was oblivious to a rapidly approaching danger. Wynn, more interested in protecting his beloved on her explorations than in ancient stones that had lost their magic, noticed the approaching dust devil. Grasping Cryth firmly by the elbow, Wynn hurried them toward the shelter of the rocks.

"Run, Cryth! We need shelter before that dust storm hits!" shouted Wynn.

Suddenly alerted to their impending danger, Cryth slid with Wynn down the sand dune to the shelter of the rocks. Crouching down in the lee of two adjacent stones, Cryth and Wynn huddled together, covering their faces with cloaks to protect themselves from the stinging sands and allow them fresh air to breathe throughout the storm. The wind howled and sand whipped about them as the dust devil swirled over their meager shelter. Cryth felt herself being lifted upward until Wynn's strong arms wrapped firmly about her waist, keeping her earthbound. Within a few minutes it was over and the dust devil raged away from them across the desert.

"Are you all right?" asked Wynn, concern showing on his furrowed brow.

"Fine, I think," replied Cryth, shaking loose sand from her clothes and peering out at the newly calm desert sands.

"What do you suppose this is?" asked Wynn, scooping up a half-buried glass bottle from the ground.

As he raised it up toward the sun, they could see the contents of the bottle swirling inside like a fine vapor.

"I've never seen anything like it before," said Cryth, intrigued. "Shall we take a peek inside?"

"Maybe we'd better wait," replied Wynn, safely stowing the bottle away in his own backpack. "We can take it to Maj'Dul and see if any of the traders there can tell us more about the bottle. It doesn't look ordinary and it's possible that whatever is inside could be very dangerous."

"All right," said Cryth with a small sigh of disappointment. "I suppose it can wait. Let me just mark these stones on my map and take a quick sample of the sands near here, then we can be on our way. I'll be happy to see a proper city again."

The remainder of their journey to Maj'Dul was uneventful, and they reached the city without further mishap. Maj'Dul was very different compared to orderly Qeynos. Beggars cried out from every corner and thieves lurked in the shadows and alleyways. Traders hawked their wares at every passerby who approached their stalls. Seeing a stall selling ornate bottles, lamps and various pieces of jewelry, Wynn led Cryth through the crowd to speak with the merchant.

"Excuse me, good sir! Would you be willing to appraise this bottle we found in the desert this morning?" asked Wynn as he removed the item from his backpack.

"Let me see that," replied the merchant, carefully turning the bottle over in his weathered hands. After a few minutes of quiet inspection, he handed the bottle back to Wynn, saying, "Well, I can't be sure, but it appears you have a lesser djinn in that bottle. Crafty creatures they are, so you'll want to be cautious opening that bottle. They're not usually found in such plain containers however. You might do a little research at the Library of Light. It'll be closing soon though, being nearly sundown."

"Thank you very much," said Wynn, replacing the bottle carefully into his backpack. "We'll go to the library tomorrow, Cryth. Why don't you shop while I get us some dinner?"

As Cryth was paying a trader for a fine green silk shirt she had haggled for, Wynn returned carrying their wrapped food parcels and a small box.

"What's that?" asked Cryth, pointing at the box.

"You'll see," he replied mysteriously. "Let us eat upon the wall. I'll show you what's in the box as we eat. I'm sure it's hungry, too."

Even more intrigued now, Cryth followed Wynn up a stairwell to the top of the city wall of Maj'Dul. As they sat down to eat their meal, Wynn handed the box to Cryth. The box shook slightly as she accepted it and she was surprised to see the creature inside. gingerly she withdrew a small white monkey from the box, laughing at its comical face.

"Do you like it?" asked Wynn anxiously.

"He's adorable! I love him!" replied Cryth.

"I thought he'd make a suitable pet for our apartment. He's not too large and I know you've wanted one for a while," said Wynn with a smile. "We can take him to Willow Wood when we return next week."

"He's perfect," said Cryth. She offered the monkey a chunk of bread, which it eagerly accepted.

While it wasn't an ancient forest with a city built in the trees, Cryth decided that Maj'Dul and the surrounding desert had its own sort of beauty. This was true particularly at night when the oppressive heat had lessened and the cool night breeze wafted through the city streets, the heady scent of desert flowers on the air. It had its own culture and new mysteries to discover. She thought the remaining week spent exploring the area with Wynn would be rather enjoyable, especially with the newest addition to their party asleep on her shoulder.

Introduction

WHO IS THIS GUIDE FOR?

This guide is designed, first and foremost, for the long-time *EverQuest II* player—someone who's level 45 or higher and is ready to take full advantage of the expansion. Useful to everyone, however, is information on the updated combat arts and spells, Arena Champions, the *Bloodline Chronicles*, and the *Splitpaw Saga*. If you are brand new to the game, you can go back and pick up *EverQuest II: PRIMA Official Game Guide*, which covers the game, in exhaustive detail, through the vast majority of territory covered in areas outside the principality of Maj'Dul and its scorching confines. Don't worry, we'll be here when you get back!

WHAT WILL I FIND INSIDE?

The meat of the guide consists of maps of all the major zones found in *Desert of Flames*, including many of the quests. Each section also has a handy intro to set you on the right path.

The updated Professions sections take into account the changes made during Live Update #13 (see later in this section) and mainly concern themselves with the game for those who are approaching level 50 and up.

PvP (Player versus Player) combat comes to *EverQuest II* with this expansion. Herein you'll find the entire experience in detail, replete with all the info you'll need to compete, as well as a myriad of tables filled with info.

The appendices cover all the new level 50+ Trade Skills as well as new item info. This is all broken down into easily digestible sections and contains a wealth of raw information for your perusal.

We've also added a complete set of maps and quests for both Adventure Packs released thus far: the *Bloodline Chronicles* and the *Splitpaw Saga* to get you going in grand style on those adventures.

By popular request, you get a lot more lore! This guide also features a very large amount of lore centering around the world of *EverQuest II*. We've had a lot of requests for this, so we've obliged and jammed every spare corner with some bit of Norrath's history 500 years on from *EverQuest*.

DJINN OF RO: NON-PLAYER RACE

Born by song, enslaved by truth.

Proper Name: Djinn (male), Djinna (female)

Racial Homeland: Plane of Sky

Mythical Creator: Veeshan

Racial Language: Uruvianian

Although many myths surround these extra-dimensional creatures, their prevalence in the Desert of Ro requires that their nature and behavior be defined in detail. The following material describes the origin, hierarchy, and behavior of the djinn and efreeti associated with the deserts. As such, it may not apply wholly to similar creatures found in other areas of the *EverQuest* universe.

ORIGIN

The Desert of Ro djinn originate from the Plane of Sky. Various portals created by conjurers intent on gaining greater power allowed the djinn to cross over. In some cases, they remained in the service of their summoning masters. In others, they tricked their way free...for a time.

Because djinn are not native to the primary plane of existence, they suffer the same degradation that many similar beings do when separated from their home dimension for too long. Because of this, the djinn must maintain some sort of link to the essence of their plane of origin. For the djinn of the Desert of Ro, these existential anchors come in the form of the container with which the being is associated.

Lamps, flasks, boxes, vases, and various forms of jewelry have all been used to house djinn. The specific shape of the object and the materials used have an unknown correlation to the type of djinn an item can support. What is obvious is that the object (or the materials it is made from) has to have originated from the Plane of Sky. Because all elements of a given plane (including in some cases the gods that inhabit those planes) are metaphysical extensions of the plane itself, it makes sense that the djinn require such objects to maintain themselves.

GENESIS

It is necessary to understand the formation of djinn within their native plane. Like all planar creatures, they derive their existence from the very material of their home plane (in this case the Plane of Sky). It is said that djinn form when the pristine music that is the pulse of the universe penetrates the plane. The notes appear to coalesce, slowly gathering to form the essence of a new djinn. During the early moments of creation, the songs of sky were strident and constant. Many powerful djinn were formed. But as the eons marched on, the pure notes of universal song faded like outward striding ripples in a pond. On occasion, the music of virtuoso bards has bled into the plane and further djinn have formed.

A djinn's name is only ever naturally revealed at this formative moment. Those who've witnessed the event say that the true name is indistinguishable from the creating song. This is why most djinn fear music of any kind. For if, by accident, the notes were to match the tones of the djinn's true name, the creature would be forced to follow the musician's commands. As a side note, this is also why djinn never use musical instruments as anchors.

HIERARCHY

It is unclear whether or not all of the djinn of Ro are associated with the Court of the Djinn Master (and hence are associated in some way with The Shimmering Citadel), but the majority of these beings appear to have an established hierarchy. Djinn are generally classified as lesser, greater, master, or sovereign. They are further differentiated by their skills or abilities. Many of the djinn residing in the Shimmering Citadel belong to the Uruvan faction.

LESSER DJINN

Lesser djinn form the foundation of this hierarchy, carrying out apparently menial tasks at the direction of their superiors. They can be found wandering the wastelands near known centers of djinn power. It appears that their lack of an anchor object limits the range at which they can act and perhaps even reinforces their dependence on the greater djinn.

GREATER DJINN

Greater djinn are characterized solely by the fact that they have made slaves of other djinn. Although this usually means that a greater djinn has significantly more power than the enslaved minion, there are cases where djinn have used treachery or outright cleverness to attain their status. The internal politics of the djinn hierarchy are strongly driven by the fact that a djinn must obey any entity that calls it by its true name. This means that a djinn's true name can be used as the ultimate trump card in a contest of wills. In fact, this is why the Djinn Master of Ro goes by this name. To know his true name would be to control him.

MASTER DJINN

Master djinn are vastly ancient beings that originated when the Plane of Sky was first created by Veeshan. Although they derive much of their power from the enormous anchors under their control (essentially every element of the Plane of Sky fuels a greater being), they more frequently use true names to establish their domains. A djinn master's millennia of existence put it in the position to have either gleaned the names of all the lesser djinn beneath it or to have actually been present when a given djinn first formed (and thus listened for its name).

SOVEREIGN DJINN

Sovereign djinn are only rumored to exist. Legend states that the master djinn all serve a single monarch, but no evidence exists to support this fact. For all intents and purposes, the master djinn seem to command themselves without constraint. They have warred against one another on numerous occasions and even taken rash actions against mortals who displease them. Still, it is not inconceivable that a being clever enough to have learned the true names of the djinn masters is clever enough to avoid any mention in mortal history.

BEHAVIOR

As stated previously, the djinn of the Desert of Ro seem to all operate under the governance of the Djinn Master. Refer to the story of the conjurer Mudeef to discover how this particular clan of djinn came to the desert.

The only thing that is known for certain about the motivations of the djinn of Ro is that they are currently trying to expand their influence. By offering wishes, artifacts, and power to mortals, the djinn appear to be encouraging the distribution of their planar anchors. Because these devices are crafted from the precious metals, rare woods, and fabulous jewels that make up The Shimmering Citadel, it seems safe to assume that the djinn are planning to one day abandon the desert altogether. That day is obviously still centuries off, but it is difficult to say what the immortal patience of the Djinn Master has in store for the mundane creatures of Norrath.

COMBAT AND SPELL IMPROVEMENTS

The *EverQuest II* team has made some significant changes to spells and combat arts since the game launched, as well as some fundamental changes to the way combat works. We've covered many of the changes here, as this info is valuable for long-term players to note how some professions have changed dramatically. Find more detailed, class-specific info in the Professions chapter.

CONSIDER INFORMATION

The information provided when considering an NPC's challenge level has been improved by expanding on the previous system.

Arrows in the target window indicate the opponent's challenge:

3 down arrows = very weak opponent

2 down arrows = weak opponent

1 down arrow = below average opponent

no arrow = average opponent

1 up arrow = above average opponent

2 up arrows = strong opponent

3 up arrows = heroic opponent

3 up arrows plus X2, X3, or X4 = epic opponent intended for 2, 3, or 4 groups in a raid

When using the Simple (Frames) option, brackets around the NPC's name indicate the following:

Swords under target name = weak opponent

Simple brackets = average opponent

Fancy brackets = challenging opponent

Fancy brackets plus banner = epic opponent

The number of levels your target will fall within a given con color range (other than white) has been adjusted.

Levels 1 to 19: 2 levels per color

Levels 20 to 29: 3 levels per color

Levels 30 and higher: 4 levels per color

Note: At levels 10 and below, there is only 1 level of green con.

CHARACTER ATTRIBUTES

AVOIDANCE

Your likelihood of avoiding an attack is now based on two primary factors: the con color of the attacker and the type of armor you are wearing. The heavier your armor, the lower your chances of avoiding an attack.

The further you are above your target's level, the greater your chance to avoid attacks and mitigate damage from that opponent; your chance to hit and damage the target also increases.

Conversely, the further you are below your target's level, the less your chance of avoiding attacks and mitigating damage from that opponent; your chance of hitting and damaging the target also decreases.

Increasing your Defense, Parry, and Deflection skills gives you a better chance of avoiding attacks, but there is now a cap on how much these skills can be buffed or debuffed.

Increasing your Agility improves your base chance of avoiding an attack, but it will not improve your likelihood of parrying, deflecting, or blocking with a shield.

Buff caps scale as the character increases in level. The higher your level, the greater the amount of buffs that can be applied.

Mages and Priests no longer receive the Parry skill.

Shields now have the following base chances to block: Tower (10%), Kite (10%), Round (5%), Buckler (3%). Your chances to block scale up or down based on the con of your opponent.

Wearing no armor significantly reduces your chances of avoiding an attack.

MITIGATION

The base mitigation values of armor against an opponent of your level have been adjusted as follows: Heavy (32%), Medium (26%), Light (20%), Very Light (10%).

Mitigation scales up or down based on the con color of your attacker. That is, you mitigate progressively more damage of blue, green, and gray opponents, and progressively less against yellow, orange, and red opponents.

Mitigation is now shown as a numerical value instead of a percentage. If you still want to see the percentage, mouse over the mitigation value on the Persona window.

Spell and item effects can now have a greater effect on your physical mitigation. You can mitigate a maximum of 80% of any physical damage type. This cap is higher against opponents that con gray.

Armor quality (Handcrafted, Treasured, Legendary, Fabled, or Mythical) has a greater impact on mitigation value than it did before.

MELEE DAMAGE

Melee damage bonuses for both auto-attack and combat arts are now calculated based on the attacker's Strength.

The damage output of both players and NPCs should now increase more smoothly rather than receiving a sharp boost every 10 levels.

Weapon quality (Handcrafted, Treasured, Legendary, Fabled, or Mythical) is now a greater factor in the damage potential of weapons.

Damage buffs only enhance auto-attack damage, not spells or arts.

The con of the target is now the primary determiner of your chance to hit or defend against attacks instead of skill. Skill buffs still have an effect, but they are treated more like a buff rather than the primary determiner.

Mages and Priests now gain 5 points per level in their offensive melee skills.

STATS

Higher Strength increases your bonus to melee damage.

Increasing your Agility improves your chance to avoid an attack.

Higher Intelligence increases your bonus to spell damage.

Increasing your Wisdom improves your resistances to arcane damage types (Heat, Cold, Poison, Disease, Magic, Divine, and Mental).

The effectiveness of Strength, Agility, Intelligence, and Wisdom buffs has been increased. The effective cap is set at seven times the character's level. For example, a level 30 Fighter will receive an increasing melee damage bonus up to 210 Strength, while a level 40 Wizard will receive an increasing bonus to spell damage up to 280 Intelligence.

HEALTH/POWER REGEN

Base in-combat regeneration of health and power is capped at 1 point for every 10 levels of the character. Additional regen effects from spells and gear are applied on top of the base value.

When outside of combat, characters now receive both in-combat and non-combat regen effects. Previously only the greater of the two applied.

SPELLS, COMBAT ARTS, AND ABILITIES

SPELLS AND COMBAT ARTS

Most spells and combat arts have changed, either in potency or in what effects are applied. You are advised to examine your choice of spells and arts closely, as they may not behave exactly the same way.

Many spell lines have been added or expanded upon. Upgrades have been added for many spells and arts that didn't have them before.

There is now a spell damage bonus based on the caster's Intelligence.

Debuffs and damage-over-time spells cast by two members of the same class can both stack on the same target. For instance, if two Necromancers are in a group and cast the exact same DoT on the same target, both will land and take effect. If one Necromancer has a lower-level DoT in the same line, that spell will stack with the other Necromancer's higher-level version.

The power cost for a spell or combat art no longer increases when upgraded. For example, the Master I version of Backstab will cost the same amount of power as Apprentice I Backstab.

Upgrading the quality of a spell or art now has a more meaningful impact on the values of stat buffs/debuffs, hate generation, snares, haste, skills, and many other effects.

New spells and arts will no longer be awarded midway through a level. Instead, all spells and arts for a given level will be granted at the beginning of that level.

Casting times have been greatly reduced on most single-target damage-based combat arts.

Many combat arts with faster recast times will now also cost less power.

Attack speed decrease spells now have more effect.

Attribute increase and decrease effects are more powerful.

Icons for spells that target a single ally now have an orange background.

Spells and arts no longer buff class-specific knowledges (for example, skills such as Paladin and Troubadour that used to be named Determined Faith and Ballads). Spells and arts with class knowledge buffs had their effects changed to something more appropriate.

RESISTS, FIZZLES, AND INTERRUPTS

Spell casters now make use of a skill called Focus. It is raised by casting spells while being attacked.

Your chance to be interrupted while casting is now determined by your Focus skill and the amount of damage being done by your attacker.

All hostile spells have a chance of being resisted outright.

When a spell lands, it will apply its full effect for the full duration listed in its examine information.

The chance to resist is based on the target's resistance to the spell's damage type, the skill level of the player's casting technique used by the spell (Ministration, Ordination, etc.), and spell quality (Apprentice II, Adept I, etc.).

Root, stun, stifle, fear, and mesmerize spells are either resisted or not based on the target's resistance to the damage type of that spell. Duration is no longer mitigated, so if the spell successfully lands, it sticks for the full duration.

Non-damage spell effects (snares, slows, debuffs, etc.) can no longer be mitigated. Except for damage spells and arts, if a spell lands it should have the full effect listed in that spell's examine information.

Damage spells have a lower chance of being resisted than other types of spells.

Taunts can now be resisted, but the chance to be resisted is lower than other types of hostile spells.

If a spell is resisted by all targets, the caster pays the full power cost. However, the reuse time will be reduced to half that of normal or 3 seconds, whichever is greater.

Only beneficial spells cast in combat now have a chance to fizz.

Your chance to fizz is affected by the skill level of the player's casting technique used by the spell (Ministration, Ordination, etc.) and spell quality (Apprentice II, Adept I, etc.).

The Spell Avoidance skill is no longer used and has been removed. Items with a Spell Avoidance buff have been modified.

SUMMONED PETS

Summoned pets now only grow a set number of levels. After that, a new summon spell needs to be obtained.

Summoned pets cast their spells and arts at the same quality level as the spell that summoned them. For example, an Adept I version of a pet will cast its spells at Adept I quality.

Summoned pets that previously did not have attack animations will now animate properly during combat.

The auto-attack damage of summoned pets is now determined by the quality tier of the spell used to summon them. That is, a pet summoned with an Adept I spell will do more auto-attack damage than a pet summoned via the Apprentice II version of that spell, and so forth.

Fighter pets (such as the Tellurian Recruit) should tank and hold aggro better.

Scout pets (such as the Shadowy Stalker) should do significantly more damage, but take more damage in return.

Mage pets (such as the Grim Terror) should do roughly the same damage as before, but have less health.

Dumbfire and swarm pets should do more damage, but have reduced health.

Your pet should no longer attack a previously broken encounter without provocation.

Pets will now automatically defend their owners if they are idle and "Protect Me" is enabled, even if their owner was the first to strike the target.

CHARMED PETS

Charm spells can be cast on solo and heroic NPCs, but not epic targets.

Maintained spells cast on charmed pets will automatically drop when the charm expires.

Charm spells can be resisted by enemies in much the same manner as root spells.

Charmed pets cast their spells and do damage based on the quality level of the spell used to charm them. For example, an NPC charmed with an Adept I spell will use its abilities at Adept I quality.

If you charm an NPC with either no arrows or one or more down arrows, it retains the health and power pools it inherently possesses. If you charm an NPC with one, two, or three up arrows, it has the health and power pools of a standard no-arrow NPC.

The chance for charmed pets to break free is now based on their resistance values to the type of spell used to charm them.

When a charmed pet is released, its health and power pools return to their non-charmed values, taking into account any damage or healing sustained while charmed.

ROOT SPELLS

There are two types of root spells: damage break and periodic.

Damage break roots have a chance to break every time the rooted entity takes damage or is the target of a hostile action (such as a debuff).

Periodic roots have a chance to break at certain points in the spell's duration, but will not break due to damage or hostile acts.



Root duration is affected by the level of the spell and the type of root, but is not impacted by spell rank (Apprentice I, Adept III, etc.).

Damage break root duration ranges from 20 to 60 seconds if the root is the only (or primary) effect of the spell. Otherwise, duration is 10 to 30 seconds.

Periodic root duration ranges from 10 to 30 seconds if the root is the only effect of the spell. Otherwise, duration is 5 to 15 seconds.

The reuse time of a root spell is determined by the type of root spell and the targets it affects.

Damage break root reuse is generally 6 seconds for single-target roots and 10 seconds for TAE/PBAE-target roots.

NOTE

TAE stands for Tagerted Area of Effect. PBAE stands for Point-Blank Area of Effect.

Periodic root reuse is generally 10 seconds for single-target roots and 15 seconds for TAE/PBAE-target roots.

These numbers represent reuse for spells with root as the primary effect of the spell. Combination spells with root effects will vary based on the other aspects of the spell.

Cast time of a root spell is determined by the type of root spell and the targets it affects.

PBAE-target root spells are 1 second; single-target or TAE-target root spells are 2 seconds.

These numbers represent cast times for spells with root as the primary effect.

HEALING

Wards now apply their effects after mitigation.

As wards absorb damage, they now apply hate to the caster appropriate to the amount of damage absorbed.

Reactive heals now assign their hate to the caster of the spell rather than the target.

Overall healing potency should be better balanced among the Priest professions.

Healing spells generate less hate when healing someone who is not currently the opponent's main target.

STEALTH AND INVISIBILITY

Invisibility, Stealth, and Detection spells are no longer upgradeable via spell scrolls.

Spell rank is no longer displayed in their Knowledge book entries.

These spells, once gained, continue to grow with your character as you level.

Invisibility and Stealth spells do not stack, nor will multiple Stealth or Invisibility spells stack with each other.

You can see any invisible or stealthed NPC or player that cons gray to you.

You can be seen while stealthed or invisible by any NPC or player that cons red to you.

See Invisibility spells allow you to see any NPC or player that is invisible.

See Stealth spells allow you to see any NPC or player that is in stealth mode.

Many redundant spell upgrades were removed that related to invisibility, stealth, and detections.

Stealth and Invisibility spells no longer require concentration. They suspend any run-speed buffs that may be active on your character, but do not reduce movement rates below the base run speed.

FEIGN DEATH

Feign Death spells now have a flat percent chance of success determined by the level and rank of the spell. This chance is shown in the spell's examine information.

NPC level is no longer a factor in whether or not the feign is successful.

If a spell applies its feign effect to the group, every member of the group gets their own success roll. Some members may successfully feign while others do not.

HASTE

There are three separate categories of haste effects: item haste, proc haste, and spell haste.

Item-based haste effects no longer stack with each other. You gain the best haste modifier present on any one item. For example, if you wear a belt that provides 15% haste and a bracelet that gives 20%, you will receive 20% total worn haste.

Haste gained from item procs will not stack with itself or other haste procs. That is, if you have two weapons equipped that both proc haste, the effects do not stack. However, proc haste does stack with worn haste and spell haste.

Spell haste stacks with both worn haste and proc haste. Haste spells from different lines stack with each other. For example, Monk self haste stacks with their group haste buff and the haste gained from their offensive stance, since these are all different spell lines. Bard haste stacks with Enchanter haste, but two Bard or Enchanter haste spells from the same line do not stack with each other.

In summary, haste stacking works as follows: 1 haste item + 1 haste proc + 1 haste spell per line.

TRAINING SPELLS AND RACIAL TRAITS

Every 10 levels (level 14, 24, 34, 44, and 54) you are presented with a list of four spells or arts. You may choose one of them, which will then be upgraded to Master II quality.

This replaces the previous Training abilities, which have been removed from your Knowledge book.

The descriptions of Racial Traits that increase resistances now more clearly indicate that the percentage gained is against a target of the character's level.

ABILITIES

Race-specific vision effects (Ultravision, Infravision, etc.) no longer consume power when used.

HEROIC OPPORTUNITIES

Heroic Opportunity effects are now scaled based on the average level of spells used to trigger them. Completing HOs with low-level spells will have a much lower result than using spells appropriate to your level.

Triggering Heroic Opportunities using spells and arts that are higher level than the encounter will now produce more potent results. Previously the HO results were capped by the level of the target.

Heroic Opportunity result effects will be evaluated after the initial round of spell and combat tuning is complete.

ENCOUNTERS AND NPCs

ENCOUNTER LOCKING

Non-epic encounters no longer automatically lock to your group when engaged.

Epic encounters continue to follow the original encounter locking rules.

When you have engaged a non-epic target, neither it nor your group will display the lock icon. Players outside your group can assist in your fight by damaging your enemies or healing you.

NOTE

There is an option to lock group encounters, if desired (as described below).

The first player or group to attack a target will be the only ones to receive any reward for defeating it. This applies to loot, experience, and quest credit.

If an encounter will give you no reward due to the new encounter rules, its name will turn gray. This lets you know that you will gain no loot or experience for defeating the encounter.

If your group does less than half the damage necessary to defeat your target, the experience you gain will be reduced significantly.

If an NPC other than a pet or charmed mob does more than 50% of the total damage to an encounter, that encounter will no longer reward coin or XP.

Damage credit is correctly tracked if you add those who were helping you to the group before the target dies.

Any faction increase or decrease earned by defeating the target will be applied to everyone the creature hates when it dies.

Run-speed buffs are still suspended and health/power regen rates reduced when engaging an encounter. If you provide assistance to someone engaged in combat (either by healing that person or attacking his target), your run-speed buffs and health/power regen will be likewise affected. To flee or disengage from combat, you must still use the /yell command.

You are now allowed to change group options and add or remove members from your group while fighting. (Note: This change does not apply when fighting epic encounters).

If you have engaged your target and wish to ensure that no other players assist or interfere with the fight, use the /lock command. This will lock the target encounter to you or your group, preventing non-group members from healing you or attacking your target.

If you prefer to always lock encounters when you engage them, you can specify this in the group options.

Overmatch icons no longer display for non-epic encounters.

The /yell command will break an encounter (restoring out-of-combat regen and movement buffs) whether or not it was explicitly locked via the /lock command.

NPCS

NPCs no longer mitigate the damage done by spells and combat arts. When a damage spell or art lands on an opponent, its damage should fall within the range shown in its examine information.

NPCs have a chance to outright resist any type of hostile spell. But when a spell lands, it will apply its full effects for the full duration listed in its examine information. Damage spells and taunts will be resisted less than other types of spells.

Instead of unleashing all their spells or arts at the start of a fight and then running out of power, NPCs will spread their use of spells and arts more evenly throughout the course of a battle.

The damage output of both players and NPCs should increase more smoothly rather than receiving a sharp boost every 10 levels.

NPCs now have a broader list of spells that they can cast in combat. Certain NPCs that didn't do so before will now cast buffs, debuffs, and heals.

Common NPCs should be less likely to use spells and arts that incapacitate the player (i.e., stuns, interrupts, stifies).

NPCs use their own versions of spells and arts instead of using player spells combined with their own multipliers. This should eliminate cases where normal mobs could cast super-powerful versions of player spells. Please note that bosses and other special encounters may have such abilities by design, however.

Aggressive creatures will now attack sooner when they notice you.

Debuffing the skills, abilities, and resists of NPCs now has a more noticeable effect on the damage you can do to them. For example, debuffing an NPC's resistance to heat by the appropriate amount can make all heat-based attacks do additional damage to that target.

EPIC ENCOUNTERS

The levels of some pre-expansion epic encounters were lowered to ensure an appropriate degree of challenge.

Their special abilities were generally reduced in potency, while their auto-attack should provide a steady stream of damage.

Players are now less likely to completely avoid and mitigate the attacks of epic encounters.

Some epic encounters now use their innate abilities at different intervals, making them a little less predictable.

ITEMS AND POISONS

ITEMS

Items no longer grow in effectiveness as the wielder gains levels.

Existing items (including weapons and armor) can be equipped at the same level they were before these changes; however, their effectiveness (meaning AC/resistance values for armor or damage range for weapons) will be fixed.

All modifiers (such as health, power, stat, and skill increases) other than mitigation and resistances are unaffected by this change.

Items no longer change their con color based on your level. An item's name will be gray if it is ineffective against opponents of your level, white if you can use it, and red if you can't use it.

If you are mentoring down to a lower level, your items will con purple to indicate that their effectiveness has been scaled down.

Examining your damage potential on a weapon takes into account any relevant buffs on your character. However, the damage rating of a weapon is determined by its base damage, not your buffed damage potential.

Items no longer buff class-specific knowledges (for example, skills such as Paladin and Troubador that used to be named Determined Faith and Ballads). Any existing items with class knowledge buffs had their effects changed to something more appropriate.

Mitigation values have been spread more evenly across armor slots. Chest and leg slots still provide slightly greater mitigation, though less than they did before. This should make it more beneficial to wear high-mitigation armor in every slot.

Physical mitigation has been removed from accessories (ear, neck, rings, wrists, and belt).

Arcane resist values (Heat, Cold, Poison, Disease, Magic, Divine, and Mental) on all items have been reduced by 50% to make the effects of resist buffs more meaningful.

POISONS

Poisons will now appear in the Maintained window as well as their Effects window when applied. (Previously, they were only visible in the Effects window.)

When a poison procs on a victim, the poison effect will appear in the attacker's Maintained window. This denotes that the player successfully poisoned a target. There is no concentration cost, however.

Poisons now display a descriptive proc message rather than just saying "poison."

A player can have one poison from each category active at the same time. This means a Rogue or Predator can have a damage poison active, a resist debuff poison active, and a miscellaneous debuff poison active (anything other than a resist reduction or damage). Any or all of these three have a chance to proc during an attack.

There can no longer be more than one damage poison active. This was done to reduce confusion, since only one of those damage poisons would actually be active.

Poison damage effects will stack when applied by different players to the same target.

Poison debuffs will stack only if the debuff effect is different. The same debuff effects (e.g., two strength debuffs) will never stack, even if applied by different players.

Poisons are no longer outright resisted when they proc in melee combat, but their damage can be mitigated.

Poison effects will not interfere with profession damage or debuff spells. All poison effects will be cumulative to profession spells with similar effects (i.e., a player can use a poison that decreases the target's strength along with a combat art that decreases its strength, and both will take effect).



Professions

EVERYTHING OLD IS NEW AGAIN

Throughout this chapter you'll find updates on each of the 24 adventure professions that you can master throughout the world of Norrath. These are from the perspective of a 50+ level player and are not intended for those who are new to the game.

In addition to these strategies, Sony Online Entertainment also made some very serious changes to how each primary group of professions operates, and many of these changes are very fundamental to how these classes play.

FIGHTERS

Bruiser	Shadowknight
Monk	Berserker
Paladin	Guardian

FIGHTER CHANGELOG

The combat art damage output of Fighters has been set below that of Scouts.

The auto-attack damage of Fighters is slightly higher than that of Scouts.

All subclasses of Fighters now have both primary defensive and offensive stances. These stances do not require concentration.

As part of their defensive stance, each subclass of Fighter now receives extra mitigation against a specific type of arcane damage (heat, cold, poison, disease, magic, divine, or mental).

Monks and Bruisers have an additional stance that offers half the combined offensive and defensive bonuses of the other stances.

The base health and power pools of Fighter professions have been adjusted.

Monks and Bruisers have the highest health pool and lowest power pool.

Guardians and Berserkers have balanced health and power pools.

Paladins and Shadowknights have the lowest health pool and the highest power pool.

Crusaders now receive the Spear and Great Spear skills.

Shadowknights have been given an improved lifetap effect and harm touch reuse.

The Paladin spell Lay on Hands has been improved.

Brawlers can now deflect and parry attacks from any direction, not just the front. However, they can only riposte when facing the attacker.

SCOUTS

Dirge	Ranger
Troubador	Brigand
Assassin	Swashbuckler

SCOUT CHANGELOG

The spell/art damage of Scouts has been increased.

Auto-attack damage for Assassins and Rangers has been increased.

Swashbucklers and Brigands received a slight health increase.

Rangers, Assassins, Swashbucklers, and Brigands now have both offensive and defensive stances. These stances do not require concentration.

Bard debuff songs are now 0 concentration, 0-second reuse timer, 2-second cast time, 25 m range, toggleable, 15 m radius, and 1-minute duration.

Assassins gain improved damage output of stealth attacks.

Ranger: Steady Aim is now a more powerful short-term ranged skill increase.

Brigand: Beg for Mercy has changed to target a player that places a reactive spell effect on them. This reactive spell effect causes them to lose a massive amount of hate to the entire encounter.

Swashbuckler: Inspired Daring now grants a 100 percent proc that lasts for 13 seconds.

Dirge: Hyran's Angry Sonata allows the Dirge to target the group's Fighter to increase the aggro they gain.

Troubador: Alin's Soothing Serenade lets the Troubador decrease hate for all group members other than Fighters.

PRIESTS

Inquisitor	Warden
Templar	Defiler
Fury	Mystic

PRIEST CHANGELOG

Priests now have increased damage capability.

Priests can resurrect players outside their group.

Group healing has been improved in efficiency and potency.

Group cures have been removed from Training options and are now distributed among the Priest subclasses.

Shamans now receive the Great Spear skill.

Warden, Fury, Mystic, and Defiler form spells no longer require concentration.

Direct heals (both single-target and group) now have more differentiation among subclasses. Each subclass of Priest has different advantages:

Inquisitor: Slightly higher efficiency than most instant heals, best repeat spell healing amount for instant heals, fastest reuse timers.

Templar: Larger heal for increased power cost, less time consumed spent casting heals.

Warden: Highest efficiency of all heals, best repeat spell healing amount (regen effects from all lines stack).

Fury: Fastest healer, strong initial burst healing.

Mystic: Same efficiency as the Inquisitor but slightly longer reuse timers; each heal adds a minor max health increase which allows "overflow" health for the target (health increase from all lines stack).

Defiler: Matches the potency of Templar heals, but sacrifices some health to defray the overall power cost.

MAGES

Coercer	Wizard
Illusionist	Conjurer
Warlock	Necromancer

MAGE CHANGELOG

Mages now have larger power pools.

Summoner primary pets no longer spawn with a down arrow.
Enchanters gain a long-duration Charm spell.
Warlocks now have contagious forms of noxious resistance debuffs.
Conjurer: Conjurer's Mark grants the pet an elemental resist debuff proc whenever they attack.

Necromancer: Transfer Life heals at the cost of the Necromancer's health.

Necromancer: Lifetap, which drains health from the target to the Necromancer, is now obtained at level 20.

Professions: Fighter



BRUISER PROS AT 40+

- As a Bruiser, you do more than just bruise your enemies; you bash them into unrecognizable pulps. Dealing damage is your specialty and your DPS is the envy of the rest of the Fighter classes.
- Your taunts, combined with your ability to deal large amounts of damage, help you hold aggro very well when tanking. The better you hold aggro, the better the survival rate of your teammates, especially the Mages and Priests of the crew.
- As a martial artist, your greatest defense is to not get hit. Bruisers have one of the highest avoidance factors in the Fighter class. And with the new combat changes, Brawlers can now deflect and parry attacks from any direction. Who needs heavy armor when your enemies can't hit you?
- Bruisers, along with Monks, have the highest health pools of all Fighters. Combine your high hit points with your avoidance ability and you're one slippery Fighter.
- You've got some of the coolest melee animations in the game. With your arsenal of flying kicks and various punches, no other class can beat you in style points.

BRUISER CONS AT 40+

- While you're great at avoiding hits from mobs, your inability to wear plate armor means that when you do get hit, it hurts. At high levels, especially with heroic mobs, those hits can keep your healer really busy.
- Because of your lighter armor, groups often prefer your plate-clad counterparts, Crusaders and Warriors, when looking for a tank.
- Your specialty is fighting with your fists. As such, many types of weapons aren't available to you.
- Bruisers and Monks have the lowest power pools of all the Fighters. Less power means you have to manage the use of your combat arts a lot more carefully than other Fighters. Every last bit of power counts.
- Your offensive stance has a more powerful proc if you don't have any weapons equipped. You must choose between the benefits of the higher damage proc or the benefits of your weapon.

ABILITY HIGHLIGHTS

Sonic Fists: This combat art is a ranged attack that teleports you face-to-face with your target, pops it for some damage, and teleports you back to your original location. It's great for pulling mobs, especially in groups with casters that can deal damage while the mob runs toward you.

Meteor Fist: Meteor Fist is a great way to save on power in a fight because it consumes health rather than power. Use Meteor Fist to speed up fights where you're sure you won't be hurt very badly. It's great for groups where you're not the main tank.

Kidney Punch: An apt name for the upgrade to Dirty Punch, Kidney Punch does a great deal of damage. It can be used only while you're standing behind or to the side of an enemy and has a one-minute reuse timer. This limits its use, but it works great as a first hit against nonaggressive targets or if you're the secondary tank.

Shake Off: Shake Off gives a group member an extra chance to dodge each attack using your high avoidance factor. It also increases your agility, so use it on a group member to get the bonus even if you don't expect them to get hit while you're tanking so beautifully. Your healer or a Mage are both good targets. If you're the secondary tank of the group, give your main tank the extra avoidance.

Provoking Stance: Provoking Stance combines the best of your primary offensive and defensive stances that provides a nice set of buffs. Mitigation versus physical and poison damage is increased along with a Deflection increase. But what's a Bruiser without some extra damage potential? With Provoking Stance active, you have a chance to deal some extra damage each time you hit your target. This stance works best without any weapon equipped, so free your hands, crack your knuckles, and get to business.

Solo Questing at 40+

The amount of damage a Bruiser puts out makes you a great soloist. Your high DPS keeps the fights short while your high avoidance makes it difficult for mobs to hit you. You also have the highest health pool of the Fighters, which comes in handy in those long, grueling fights.

Fire Stance (or Provoking Stance) is a good buff for soloing because it increases physical mitigation as well as your Deflection skill, and can proc some nifty heat damage to boot. Make use of Heroic Opportunities every time Fighting Chance is reset, and string together any combat art that deals damage. Don't use any AOE arts unless you're fighting multiple enemies; AOE just consume too much power to warrant using them on a single target. If the mob is nonaggressive, start the fight with a Dirty Punch (or Kidney Punch) from behind or to the side.

GROUP QUESTING AT 40+

While you can hold your own as the main tank in a group, you really excel as the secondary tank. With a better-armored tank in the group taking all the hits, you can concentrate on dishing out the pain. Buff yourself with Magmatic Fists to sacrifice some defense for offense. Then give your tank some extra avoidance and an agility boost for yourself with Shake Off. As the off-tank, your job is to add DPS as well as peel any mobs that may attack the group's healers or casters.

You can also function very well in a group at the main tank. Focus more on defense because you're taking the brunt of the damage. Retaliation (or Retribution) is your primary defensive stance that sacrifices a bit of your offensive abilities. As with any main tank, your ability to hold aggro is the key to the group's survival. Taunt often and keep Quarrel active to draw hate with each hit. Pay attention to every mob in the encounter and be ready to switch targets if one of the enemies turns on your weaker allies.

Art	Arts					
	Level	HO Icon	Cast Time	Recast	Range	Description
Shake Off	60	Arm	Instant	2 sec.	20 m	Grants the Bruiser a chance to shield an ally from melee attacks by allowing the target a chance to use the Bruiser's avoidance check after their own avoidance check. This also increases the Bruiser's agility.
Kidney Punch	60	Fist	0.5 sec.	1 min.	5 m	A powerful melee attack that must be made from behind or to the side of the target. A successful hit will knock the target down and stun them for a short duration.
Pressure	59	Horn	0.2 sec.	8 sec.	15 m	Increases the target's hate toward the Bruiser. This ability can be used while the Bruiser is stilled or stunned.
Meteor Fist	59	Fist	0.5 sec.	40 sec.	5 m	A high damage melee attack that costs the Bruiser's health instead of power.
Uppercut	58	Sword	0.5 sec.	1 min.	5 m	Launches a punch attack that knocks down the target on a successful hit.
Stance: Retribution	58	Arm	0.5 sec.	0 sec.	—	Greatly increases defense, deflection, physical, and poison damage mitigation at the cost of offensive melee skills and combat attack damage. This is the Bruiser's primary defensive stance.
Stance: Provoking Stance	58	Arm	0.5 sec.	0 sec.	—	This stance combines some of the elements from the Bruiser's primary offensive and defensive stances, granting increased physical damage mitigation, Deflection and Offense skill, and a chance to deal heat damage with every successful melee hit. Fighting unarmed significantly increases the amount of heat damage inflicted.
Close Mind	58	Arm	0.2 sec.	3 min.	—	Grants the Bruiser immunity to control-based effects for a limited duration. This ability can be used while stilled or stunned, and has a recurrent power cost.
Storming Fists	57	Arm	0.5 sec.	1 min.	—	For a short duration, the Bruiser's fists become energized with static, unleashing magic damage with every successful melee hit for up to 5 attacks.
Pound	57	Sword	0.5 sec.	10 sec.	5 m	A melee attack that does some extra damage.
Stilled Life	56	Arm	Instant	10 sec.	—	Allows the Brawler to sometimes trick the enemies into thinking that the Brawler is dead.
Eye Pluck	56	Fist	0.5 sec.	45 sec.	—	An extra attack that decreases the target's accuracy on a successful hit.
Sonic Fists	55	Fist	0.5 sec.	1 min.	10-35 m	Teleporting attack that interrupts the target. You must be at range to use this attack.
Iron Fist	55	Fist	0.5 sec.	30 sec.	5 m	A melee attack that knocks the enemy down and stuns them for a short duration on a successful hit.
Resolute Will	55	Arm	1 sec.	2 min.	—	Dispels hostile mental and trauma effects on the Bruiser. This ability can be used while stilled or stunned.
Deadly Spirit	54	Fist	1 sec.	3 min.	—	Increases the Bruiser's physical mitigation at the cost of health over time.
Calloused Skin	54	Boot	Instant	3 min.	—	Stuns the Bruiser in place while greatly increasing trauma mitigation.
Battle Lust	54	Arm	2 sec.	1 min.	—	Increases the Bruiser's strength and agility.
Flaming Lunge	53	Boot	0.5 sec.	30 sec.	5 m	A powerful kick attack that deals crushing damage and continues to deal additional heat damage over time.
Unnerve	52	Fist	1 sec.	30 sec.	5 m	Prevents the target from doing anything and removes them from being affected by area of effect spells for a short duration. It will break if the target is struck for damage. Upgrades to this ability decrease the chance to resist the duration of this effect.
Stone Deaf	52	—	Instant	2 min.	—	Allows the Bruiser to absorb all non-physical damage they would have otherwise received if the damage was greater than 10% of their total health for up to 3 hits. Upgrades to this ability increase the chance that this effect will absorb higher level sources of damage.
Barbarous Stomp	52	Sword	0.5 sec.	30 sec.	5 m	A melee attack that does additional damage if the target was recently affected by a knockdown effect and knocks them down again.
Stirring Cry	51	Arm	0.5 sec.	1 min.	50 m	Increases the non-combat art attack damage of the Bruiser's group.

Arts (Continued)

Art	Level	HO Icon	Cast Time	Recast	Range	Description
Savage Blows	50	Fist	2 sec.	1.5 min.	5 m	A series of quick attacks that strike all nearby enemies. If one of these attacks misses on a target, the successive ones will miss automatically on that target.
Quarrel	50	Fist	1 sec.	0 sec.	—	Increases your chance at an additional attack with increased hate every time you strike in melee.
Instill Panic	50	—	1 sec.	1 min.	5 m	Makes target afraid.
Abuse	50	Horn	0.2 sec.	20 sec.	15 m	Interrupts and increases the hate of all enemies in an encounter toward the Bruiser.

BRUISER VS. MONK

The Bruiser and Monk have both tuned their bodies into the ultimate fighting vehicles. While very similar to Monks, Bruisers are weighted more toward dealing damage. Many of the Bruiser's combat arts involve inflicting much pain on any foe foolish enough to cross him or her. The Bruiser's nice set of buffs are primarily ones that increase the Bruiser's damage output. Buffs that boost strength or add extra damage on contact all add up to one of the highest DPS fighting classes in the game.

Monks are incredible melee fighters as well but they are less concerned with brute force. Monks believe that a good Fighter must be better balanced and not just about dishing out the damage. They are more defensive-oriented than the Bruiser, which makes Monks slightly better main tanks. Monks also have useful buffs that toughen their own and the group's defenses. The idea here is that if Monks and their groups get hit less, they can survive longer to deal out more damage.

2. Your hate-increasing self-buff is one of the best in the Fighter class at drawing aggro with enemies. Casters and healers tend to draw a lot of hate from their spells. The better your aggro-pulling ability, the more valuable you are to the group.
3. Your Mend line of heals have improved. They heal for more and have a shorter reuse timer than before.
4. You've got a wide selection of combat arts that do more than damage your foe. Most of your attacks have great side effects that stun, stifle, or knock down the enemy.
5. You're the only fighting class that gets the ability to travel invisibly; even Bruisers don't get this ability. This can save a lot of time when you just want to get to your destination without having to fight every mob along the way.

MONK CONS AT 40+

1. You're underappreciated by other players. There's a perception among players that Brawlers don't make good tanks because they can't take a hit. You'll have to work a little harder to find a group and prove yourself or be satisfied with being the secondary tank.
2. Without the ability to wear plate armor, if you get hit in a fight, the damage can be painful.
3. You're a Brawler and that means pummeling things with your fists. You gain some benefits from your combat arts while bare-handed, but you lose out on any stat bonuses that weapons often provide.
4. Bruisers are better than you at being purely offensive. Most of the side effects of their combat arts are ones that increase damage potential. Your combat arts are focused on the less glamorous task of being a good defender.

FIGHTER: BRAWLER — MONK

MONK PROS AT 40+

1. You have better defenses than your evil counterpart, the Bruiser, yet you can hold your own in a bare-knuckle brawl. Your better defense makes you a better tank than a Bruiser.

5. Monks and Bruisers have the lowest power pools of all the Fighter classes. Power management can be an issue when fighting solo or if you're the main tank and need to hold aggro.

ABILITY HIGHLIGHTS

Frozen Palm: Frozen Palm is the Monk's power-saving attack. Instead of using power, it drains a little of your health. With one of the lowest power pools of the Fighter class, use Frozen Palm to deal decent damage while saving power for another combat art. Just make sure it's not a close fight where health is short.

Storm Stance: Storm Stance is a great buff to ensure that you hold aggro in a group. With this combat art in effect, each of your melee attacks has a good chance to increase hate from the mob. As the main tank, the more hate you build, the less likely your target will take a whack at your teammates.

Outward Calm: This self-ward lasts for only a short time against non-physical damage. It can be a lifesaver when you're tanking against mobs with high-damage nukes.

Tsunami: Position yourself so that your enemies are in front of you and call on Tsunami. For the 12 seconds this combat art lasts, you'll riposte 100 percent of frontal attacks.

Coiling Serpent: If you're going to be the main tank in a group, call on Coiling Serpent for its extra defensive buffs. You sacrifice some offensive power but make it easier on your healer.

SOLO QUESTING AT 40+

Monks fare well as soloists. Your beefed up defenses keep you alive while your fists do the beat-downs. With your improved line of heal spells, it reduces your need to partner with a Priest.

Your Black Widow Stance or Spider Stance does the trick for most solo situations as it provides good physical mitigation and a Deflection increase. For weaker enemies where you don't have to worry so much about taking a lot of damage, mix it up and use your few offensive buffs to hasten their defeat. Calm Tranquility increases your attack speed and Inner Calm increases your strength and wisdom. Now that your stances don't cost concentration points, you have more room to buff while in those stances.

GROUP QUESTING AT 40+

Like the Bruiser, you can play two roles when fighting in groups. As a secondary tank, you supplement the main tank's damage output with your own while using buffs that benefit the whole group. Use Halcyon Blessing to increase your offensive skills and use Calm Tranquility to speed up the whole group's attack speed. For your main tank, help him or her out by lending your avoidance check with Tranquil Vision. With you as the group's secondary tank, the enemies drop faster and your healers spend less power on the main tank.

Because your defenses are better than the typical Bruiser, you are a better main tank. Concentrate on defensive combat arts so that your healer doesn't have to heal you as much. Use plenty of taunts, especially AOE taunts in group encounters. Pick a teammate that is most likely to draw aggro (such as a healer or caster) and place Noble Sacrifice on him or her as well as Tranquil Vision. This helps keep your teammate alive so that he or she can keep you alive. Keep Storm Stance in effect as the main tank to increase hate with every hit.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts	Description
Tranquil Vision	60	Arm	Instant	2 sec.	20 m		Grants the Monk a chance to shield an ally from melee attacks by allowing the target a chance to use the Monk's avoidance check after their own avoidance check. This also increases the Monk's Deflection skill.
Everburning Blaze	60	Arm	1 sec.	0 sec.	—		Increases the Monk's attack rate at the cost of slowly draining health.
Infuriating Tranquility	59	Horn	0.2 sec.	8 sec.	15 m		Increases the target's hate toward the Monk. This ability can be used while the Monk is stifled or stunned.
Frozen Palm	59	Fist	0.5 sec.	30 sec.	5 m		A high damage melee attack that costs the Monk's health instead of power.
Stance: Coiling Serpent	58	Arm	0.5 sec.	0 sec.	—		Greatly increases defense, deflection, physical, and mental damage mitigation at the cost of offensive melee skills and combat attack damage. This is the Monk's primary defensive stance.
Stance: Black Widow	58	Arm	0.5 sec.	0 sec.	—		This stance combines some of the elements from the Monk's primary offensive and defensive stances, granting increased physical damage mitigation, Deflection and Offense skill, and attack speed.
Fall of the Phoenix	58	Arm	Instant	15 min.	—		Allows the Monk to sometimes trick enemies into thinking that the entire group is dead.
Arctic Talon	58	Arm	Instant	30 sec.	5 m		A flying kick attack that freezes the opponent on a successful hit.
Storming Palm	57	Arm	0.5 sec.	1 min.	—		For a short duration, the Monk's fists become energized with static, unleashing magic damage with every successful melee hit for up to 8 attacks.
Rumbling Wyrm	57	Sword	0.5 sec.	10 sec.	5 m		A melee attack that does some extra damage.
Storm Stance	56	Arm	1 sec.	0 sec.	—		Every attack the Monk makes has a chance to increase hate with the attacked target.
Stilled Life	56	Arm	Instant	10 sec.	—		Allows the Brawler to sometimes trick enemies into thinking that the Brawler is dead.
Will of the Sky	55	Arm	1 sec.	2 min.	—		Dispels hostile mental and noxious effects on the Monk. This ability can be used while stifled or stunned.
Tsunami	55	Fist	1 sec.	3 min.	—		For a brief moment the Monk will be able to riposte all melee damage from the front, and parry all damage from behind.
Stalking Leopard	55	Fist	0.5 sec.	30 sec.	5 m		A melee attack that knocks the enemy down and stuns them for a short duration on a successful hit.
Skin Like Mountain	54	Arm	3 sec.	30 sec.	—		Increases slashing, piercing, and crushing resistance and roots the Monk in place.
Inner Calm	54	Arm	2 sec.	1 min.	—		Increases the Monk's strength and wisdom.
Boulder Stance	54	Boot	3 sec.	3 min.	—		Stuns the Monk in place while greatly increasing trauma mitigation.
Swooping Crane	53	Boot	0.5 sec.	30 sec.	5 m		A powerful kick attack that deals crushing damage and knocks the target down on a successful hit.
Outward Calm	52	—	Instant	1.5 min.	—		Allows the Monk to ward non-physical sources of damage for a short duration.
Lunging Cobra	52	Sword	0.5 sec.	30 sec.	5 m		A melee attack that deals moderate damage and decreases the target's defense if it hits.
Calm Tranquility	51	Arm	0.5 sec.	1 min.	50 m		Increases the attack speed of the group.
Silent Palm	50	Fist	0.5 sec.	30 sec.	5 m		A powerful attack that stifles the target for a short duration. Every time the target takes damage, there is a small chance the stifle effect will break early.
Flying Dragon	50	Sword	0.5 sec.	30 sec.	5 m		A flying kick attack that deals additional heat damage over time on the target.
Agitate Spirit	50	Horn	0.2 sec.	20 sec.	15 m		Interrupts and increases the hate of all enemies in an encounter toward the Monk.

FIGHTER: CRUSADER— PALADIN

PALADIN PROS AT 40+

1. You can don the heaviest of armor. Plate armor does a great job of reducing damage from physical attacks. As the main tank of most groups, you need all the protection you can get.
2. You're a fighting class with spell-casting abilities. In your bag of magic are some nifty heal and ward spells that relieve your healers of some pressure. And now, your heal spells are more effective and have a shorter reuse timer.
3. If a comrade should fall during battle, you can resurrect him or her. But there should be no need for that on your watch, right?
4. Paladins and Shadowknights have the highest power pool of the Fighter classes. More power allows them to use their spells and combat arts more often.
5. Watch out, undead. As a Paladin, you are blessed with combat arts and spells that are especially effective against the undead.

PALADIN CONS AT 40+

1. Paladins and Shadowknights have the lowest health pools of the Fighter classes. Luckily you can wear the heaviest armor in the game to help offset this deficiency.
2. As the main tank, you're often the first to die when things turn ugly. Death is more than loss of XP; it'll also cost you a pretty penny to repair your shiny armor.
3. Your spells and combat arts aren't as offensive as your Shadowknight counterparts. While your heals and wards outdo theirs any day, their heals and buffs also siphon health and strength from the enemy.
4. DPS is not your strong suit. Bruisers and Monks have better DPS than you, which means that if you don't taunt enough, they may inadvertently steal aggro from you.

5. You can't equip bows. Your long-ranged pulling must come from either of your two direct damage spells. The spells work fine as a pulling tool but in fights where Power is at a premium, it would be nice to have the choice of using a Power-free bow.

ABILITY HIGHLIGHTS

Prayer of Consecration: The beauty of being a Paladin is your healing powers. Prayer of Consecration heals every member of your group. It takes a hefty amount of power, so use it sparingly. Save it for when many of your group are injured for better power efficiency.

Clarion Cry: Building up the hate of your enemies is an important part of being a hefty tank. Use Clarion Cry on a mob and let it build hate over time while you get back to taking whacks at it.

Blessing of the Celestial: This self-buff increases your maximum hit points but its real value is in the summoning of devout essences. Devout essences are the key component to Devout Sacrament, a nice self-heal spell. Keep Blessing of the Celestial on during fights to build your collection of devout essences.

Divine Favor: When things turn ugly in a group fight, cast Divine Favor as a last-ditch effort for survival. When your last hit points are drained, Divine Favor has a chance to heal you as well as reduce your aggro. Hopefully, this may turn the mob's attention away from you so that you can finish off the mob.

Sigil of Heroism: In groups with a lot of DPS members, it may be difficult to hold aggro, especially with your low damage output. Cast Sigil of Heroism to siphon some hate from the substantial amount that they draw from their attacks or heals.

SOLO QUESTING AT 40+

The Paladin's ability to tank and heal at the same time makes it one of the better soloing classes. Throw on all your self-buffs before going into battle to ensure a smoother fight. Use your primary defensive stance, Faithful Benediction, if you've got tough opponents. Call to Honor and Righteous Crusade are good offensive buffs because they add divine damage to your attacks. As a bonus, those two buffs are especially effective against undead enemies.

As a magic-using Fighter, don't forget your heals and wards. Ward yourself with Demonstration of Devotion just before the fight to absorb the initial attacks. If the fight is a close one, save some power for your heals. Your emergency heal, Divine Touch, now heals almost twice as much as it used to and only has a 15 minute reuse timer. Make sure you've got at least one devout essence in your inventory in case you need to pull out the essence-consuming Devout Sacrament.

GROUP QUESTING AT 40+

Thanks to your heavy armor, you're a popular choice when groups are looking for a tank to lead them into battle. As with any tanking detail, holding aggro is the key to survival. If you can't hold aggro, your group may die off along with their support buffs and spells. Use plenty of taunts so that your casters' nukes and healers' heals don't cause the enemies to turn on them. Cast Amends on the DPS or healer of the group to siphon some of their hate. Keep an eye on all the enemies in the encounter and be ready to switch targets if one of them should lose interest in favor of one of your comrades.

Watch your healer's power meter, especially in long drawn-out fights. If you're taking a beating and he or she is running low on power, lend a hand by healing yourself to take some of the pressure off. After all, that's one of the benefits a Paladin brings to a group. Prayer of Consecration is a great heal that heals all members of your group, but it's expensive to use. The more people that need healing, the better the value of the spell in terms of power consumption.

If there are multiple tanks in the group and you're assigned second fiddle position, throw on your primary offensive stance, Relentless Wrath. Hopefully, your main tank can hold the aggro and you won't need the defense that you're sacrificing with this stance. If your main tank can't hold aggro, perhaps you should step in and become the main tank.

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Watch your healer's power meter, especially in long drawn-out fights. If you're taking a beating and he or she is running low on power, lend a hand by healing yourself to take some of the pressure off. After all, that's one of the benefits a Paladin brings to a group. Prayer of Consecration is a great heal that heals all members of your group, but it's expensive to use. The more people that need healing, the better the value of the spell in terms of power consumption.

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Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Resolute Faith	60	Arm	Instant	2 sec.	20 m	Grants the Paladin a chance to shield an ally from melee attacks by allowing the target a chance to use the Paladin's avoidance check. This also increases the Paladin's defense skill.
Pledge of Armament	59	—	1 sec.	2 sec.	10 m	Increases a group member's melee mitigation at the cost of melee mitigation from the Crusader. This spell can't be cast upon yourself.
Clarion Cry	59	Horn	0.2 sec.	8 sec.	15 m	Increases the target's hate toward the Paladin, with increasing hate over time.
Stance: Faithful Benediction	58	Arm	0.5 sec.	0 sec.	—	Greatly increases defense, wisdom, physical, magic, and divine damage mitigation at the cost of offensive melee skills and combat attack damage. This is the Paladin's primary defensive stance.
Righteous Condemnation	57	Sword	0.5 sec.	10 sec.	5 m	A melee attack that deals same damage and replenishes some of the Paladin's health.
Chastising Strike	57	Sword	0.5 sec.	10 sec.	5 m	A powerful attack that requires a two-handed weapon.
Zealous Strike	56	Sword	0.5 sec.	1 min.	5 m	A melee attack that deals divine damage and additional divine damage over time.
Unflinching Conviction	56	Arm	0.5 sec.	30 sec.	5 m	Does instant divine damage to nearby enemies surrounding the Paladin. This spell has a chance to stun anyone it damages.
Righteous Dash	55	Fist	0.5 sec.	20 sec.	5 m	A shield attack that knocks the enemy down, stuns them for a short duration, and increases their hate toward the Paladin. This attack requires a shield.
Sigil of Heroism	52	Horn	1 sec.	2 min.	50 m	Siphons some of the hate generated toward enemies of the group to the Paladin instead for a short duration.
Call to Honor	51	Arm	0.5 sec.	1 min.	50 m	Blesses the weapons of the Paladin's group, granting them a chance to deal divine damage with each hit. Undead targets take twice as much damage.
Zealous Preaching	50	Horn	0.2 sec.	20 sec.	15 m	Increases the hate of all enemies in an encounter toward the Paladin and decreases their divine resistance.
Stance: Relentless Wrath	60	Sword	0.5 sec.	0 sec.	—	Increases the Paladin's offensive melee skills and intelligence, at the cost of decreased defense and parry skill. This is the Paladin's primary offensive stance.
Divine Favor	58	—	0.5 sec.	30 min.	—	If the Paladin receives damage that would be fatal, the Paladin is instead healed and stifled for a short duration. The encounter of the enemy that dealt the otherwise fatal damage greatly decreases their hate toward the Paladin.
Prayer of Consecration	56	Arm	3 sec.	7.5 sec.	10 m	Heals the Paladin's group.
Celestial Judgement	55	Sword	1 sec.	20 sec.	30 m	Interrupts the target and deals instant divine damage.
Refusal of Faith	54	Fist	2 sec.	1 min.	30 m	Inflicts massive divine damage to the target.
Demonstration of Devotion	54	Arm	2 sec.	15 sec.	20 m	Wards the Paladin's target, preventing them from taking damage.
Ardent Sacrament	54	Arm	3 sec.	5 min.	—	Consumes a devout essence and heals the Paladin.
Destroy Will	53	Sword	0.5 sec.	30 sec.	5 m	A melee attack that strikes with additional divine damage and stuns the target on a successful hit. This strike deals additional damage against the undead.
Righteous Crusade	52	Sword	3 sec.	0 sec.	—	Blesses the Paladin's weapon, granting it a chance to deal divine damage and stun the target. Undead targets take twice as much damage.
Blessing of the Celestial	52	Arm	2 sec.	20 sec.	—	Increases your maximum hit points. Also grants the Paladin a chance to summon a shard spell component when the Paladin is struck.
Pious Aid	50	Arm	2 sec.	5 sec.	20 m	Replenishes some of the target ally's health.
Decree	50	Horn	2 sec.	15 sec.	25 m	Deals instant divine damage and interrupts the target and surrounding encounter members.

PALADIN VS. SHADOWKNIGHT

The difference between a Paladin and a Shadowknight lies mainly in how they heal and buff themselves. A Paladin's heals and buffs draw power from a divine source to mend his wounds and strengthen his allies. The Shadowknight's heals and buffs draw power from an entirely different source: the souls of her enemies. A Paladin's heal spells are as pure and noble as he is. On the other hand, the sinister Shadowknight sucks the life out of her enemies and uses it to heal herself. Even the strength buff that a Shadowknight uses requires a victim from which to siphon strength.

Offensively, a Paladin's attacks are often of the divine type while the Shadowknight's attacks come from disease. Paladins' divine damage gives them an edge when fighting undead targets as the damage dealt is doubled. Shadowknights like to siphon the health and strength from their enemies by diseasing them with DOTs.



SHADKNIGHT

PROS AT 40+

1. Like Paladins, you can heal yourself. Unlike those goody-two-shoes, you heal yourself by "recycling" the health of your victims. If you're going to damage a mob anyway, why not take some of that health for yourself?
2. You have an evacuation spell for when things turn ugly. If it looks like a losing battle and running away isn't an option, Shadowy Elusion teleports you to the nearest safe spot in the zone.
3. You've got a nice array of DOT spells that nip away at your enemy's health. Stack a few of these together and they can add up to a beefy chunk of damage.
4. You are better than a Paladin at holding aggro thanks to your wider selection of taunts. Besides the basic taunts, you have a buff that increases hate with a successful melee hit.
5. You can summon a pet to fight by your side for a short time. Think of the pet as your secondary tank. Who needs a group when you've got your best friend backing you up?

SHADKNIGHT

CONS AT 40+

1. Your heals aren't as effective as the Paladin's. While it's true that your heals damage your target in the process, in terms of pure healing, the Paladin outclasses you.
2. Even though your damage output is better than a Paladin's, you still fall behind Warriors and Brawlers. Your specialty is being able to take a beating so that your teammates don't have to, not to pump out the damage.

3. Your taunts build hate over time. In the long run it'll add up in your favor, but it may be tricky to hold aggro at the beginning of fights. Make sure any high DPS members of your group stand back for a short time so that you can solidify your hold on aggro.
4. Similar to your Paladin brother, you lack the ability to equip bows. Your long-ranged pulling must come from one of your damage spells. Without bow ability, pulling from a distance requires you to use some valuable Power.
5. Unlike Paladins, you can't resurrect a fallen group member. This makes protecting your healer even more important. Make sure your healer, depending on what type of healer, summons a Divine Essence, Crystallized Phoenix Feather, or a Spirit Guide into your inventory. That's the only way for you to resurrect your healer.

ABILITY HIGHLIGHTS

Siphon Might: For a little extra juice to increase your melee damage during a fight, cast Siphon Might on the enemy. It simultaneously increases your strength while reducing your target's strength. You hit harder yet get hit for less damage.

Heinous Blessing: Keep this buff on the main tank, whether that's you or another fighter. It helps with healing as it damages the opponent.

Mana Sieve: Drain your opponent's power while increasing yours. The less power a mob has, the fewer spells and combat arts it can use. The more power you have, the more combat arts you can show off.

Infernal Sacrament: Infernal Sacrament is the only pet-summoning spell in all of the Fighter classes. The pet that you call forth doesn't compare to a Mage's pet, but it can help in battles. Keep Infernal Caress on when possible to ensure a steady supply of tainted essences.

Death March: Use Death March when fighting large groups of mobs. Each time a group member kills a mob, your group gets a boost in DPS.

SOLO QUESTING AT 40+

Shadowknights are very capable solo fighters. Your high defenses can stand a beating without support from others. To increase your durability, use Depraved Aura and Unending Hunger to gain some reactive heals as you fight the mobs. The extra damage from Infernal Caress isn't impressive and the extra hate produced is worthless when soloing. Its usefulness comes with the possibility of summoning a tainted essence for use in summoning a pet.

Your strength as a dark knight is in siphoning the life and strength from your victims. Throw a few DOTs to soften up the mob and start sucking away. Siphon Might is great to add some extra umph in your melee attacks and Absorb Vitae is good for stealing health from the mob for yourself.

GROUP QUESTING AT 40+

As a Shadowknight, it's no mystery what role you play in a group. With your heavy armor and defenses, you take damage like no other fighter. You're not a damage-dealing monster but your attacks combined with your spells make a great contribution to the group damage output.

If there are other melee combatants in your group, Unending Hunger adds a lifetap to their melee attacks. It's no replacement for a good healer, but does increase the group's longevity. Another nice buff for group work is Infernal Caress, which builds hate each time you're hit and deals damage back to the enemy at the same time. The more hate you have, the less likely it is that the mob will turn on your partners.

If you're fighting tough heroic mobs and have some good DPS in your group, get into your primary defensive stance, Infernal Circle. In this stance you'll increase your defenses so that you'll last longer while the group wears down the opponent. If you're the secondary tank, get into your offensive stance, Pox Sword, to put your energy into dealing damage at the cost of some defense. In the secondary role, give your main tank an extra chance at avoiding attacks by buffing him or her with Devious Evasion. The less damage your main tank takes, the better your group's chances for victory.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Devious Evasion	60	—	Instant	2 sec.	20 m	Grants the Shadowknight a chance to shield an ally from melee attacks by allowing the target a chance to use the Shadowknight's avoidance check after their own avoidance check. This also increases the Shadowknight's parry skill.
Pledge of Armament	59	—	1 sec.	2 sec.	10 m	Increases a group member's melee mitigation at the cost of melee mitigation from the Crusader. This spell can't be cast upon yourself.
Stance: Infernal Circle	58	—	0.5 sec.	0 sec.	—	Greatly increases defense, wisdom, physical, and disease damage mitigation at the cost of offensive melee skills and combat attack damage. This is the Shadowknight's primary defensive stance.
Death March	58	—	1 sec.	3 min.	50 m	While Death March is active, every time a group member slays an enemy, the Shadowknight's group gains increased combat attack damage and immunity to control spells for a short duration.
Pariah's Brand	57	Sword	0.5 sec.	10 sec.	5 m	An extra attack that slightly decreases the strength of the enemy.
Agony	57	Sword	0.5 sec.	20 sec.	5 m	A powerful attack that requires a two-handed weapon. On a successful hit, it can decrease the target's wisdom for a short duration.
Catastrophic Slam	55	Fist	0.5 sec.	20 sec.	5 m	A shield attack that knocks the enemy down, stuns them for a short duration, and increases their hate over time toward the Shadowknight. This attack requires a shield.
Baleful Wrath	54	Fist	2 sec.	1 min.	30 m	Inflicts massive disease damage to the target and slows their movement.
Unending Hunger	51	Arm	0.5 sec.	1 min.	50 m	Curses the weapons of the Shadowknight's group, granting them a chance to drain health in combat with each hit.
Blasphemy	50	Horn	0.2 sec.	20 sec.	15 m	Increases the hate of all enemies in an encounter toward the Shadowknight and decreases their disease resistance.
Stance: Pox Sword	60	Arm	0.5 sec.	0 sec.	—	Increases the Shadowknight's offensive melee skills and intelligence, at the cost of decreased defense and parry skill. This is the Shadowknight's primary offensive stance.
Insidious Promise	59	Horn	1 sec.	8 sec.	10 m	Increases the target's hate toward the Shadowknight, with additional hate over time.
Siphon Might	58	Fist	1 sec.	0 sec.	25 m	Draws strength from the target and grants it to the Shadowknight.
Unending Agony	56	Arm	1 sec.	30 sec.	5 m	Does disease damage over time to nearby enemies surrounding the Shadowknight.
Absorb Vitae	56	Sword	1 sec.	20 sec.	30 m	Drains life from the target, and returns a portion as health replenishment to the Shadowknight.
Tap Veins	55	—	2 sec.	1 min.	10 m	Siphons the health of all nearby enemies, returning a portion of all health siphoned as health replenishment for the Shadowknight.
Loathsome Anger	55	Sword	Instant	20 sec.	30 m	Inflicts instant disease damage to the target.
Infernal Sacrament	54	Arm	2 sec.	30 sec.	25 m	Drags the souls of your victims from their final place of rest. They briefly fight for you and then disappear into nothingness. A Shadowknight must have a tainted essence to use this spell.
Heinous Blessing	54	Arm	2 sec.	15 sec.	20 m	Places an augmentation on a group member that drains health from any opponents that attack them. This effect can trigger 5 times.
Dire Smite	53	Sword	0.5 sec.	30 sec.	5 m	A melee attack that strikes with additional disease damage and drains a portion of that damage as health replenishment for the Shadowknight on a successful hit.
Mana Sieve	52	—	1 sec.	1 min.	20 m	Drawing on the power of the enemy, the Shadowknight slowly replenishes power over time.
Infernal Caress	52	Arm	1 sec.	5 sec.	—	Places a negative energy shield around the Shadowknight, damaging and increasing hate with anyone that strikes the Shadowknight. A tainted essence is sometimes summoned to the Shadowknight on each melee attack.
Depraved Aura	52	Sword	3 sec.	0 sec.	—	Curses the Shadowknight's weapon, granting a chance to drain health in combat with each hit.
Wicked Coil	50	Sword	1 sec.	20 sec.	30 m	Inflicts disease damage over time to the target.
Despoiling Mist	50	Fist	2 sec.	2 min.	25 m	Decreases armor class on the target and surrounding encounter members within the area of effect.

FIGHTER: WARRIOR— BERSERKER

BERSERKER PROS AT 40+

- Your name says it all. The excitement of battle can drive you into a berserk state that increases your offensive skills. While berserk, you enjoy higher melee damage and a faster attack speed.

- You're better than the Guardian in serving up pain. Where the Guardian likes to hunker down and take a beating, you're more interested in dishing it out.
- You've got a great assortment of offensive buffs, both for yourself and your group. Included among them is a buff that gives your group members the chance to go berserk, just like you.
- Your high damage capability makes you great at holding aggro when combined with your taunts. While you're the main tank, your group can rest easy in knowing that they are safe from angry mobs.

5. You can pull mobs from long distances. As a tank, safely pulling mobs to the group is key. Your ability to wield bows and throwing weapons allows you to get your target's attention without having to run into the middle of roaming enemies. Plus, it gives you more time to run back to the group before taking that first hit from the mob.

BERSERKER CONS AT 40+

1. As a Warrior, your avoidance is lower than the other classes. This means you'll get hit more often. Make sure you have decent armor to mitigate the damage you're sure to take.
2. You fall behind Guardians in terms of defensive ability. With their defensive buffs they can take a beating better than you. Most of your energies are focused on offensive buffs.
3. Keeping your armor shined and up to date can be expensive. Because you'll be tanking a lot, the group's success depends on your ability to absorb damage. Equipping the best gear for you to do your job can cost a lot of coin, especially as you'll need to upgrade as you level.
4. While Berserkers are offensive warriors, you still don't put out as much damage as a Brawler. Don't worry, you're still better than a Guardian at dealing damage, but in the end, warriors are best at holding the line and taking the brunt of the damage.
5. Berserkers and Guardians tend to be less versatile than the other Fighter classes. Brawlers are better than you at DPS and Crusaders have more useful utility and secondary spells. But look on the bright side, you're not the worst in anything either.

ABILITY HIGHLIGHTS

War Call: Give your fellow group members a taste of what it feels like to go berserk. War Call gives each ally in the group a chance to go berserk for a short while. This increases the group's damage output and shortens your time getting beat on.

Insolent Gibe: If you're the main tank of a group, you need to build as much hate as possible. Each time you get hit, you have a chance of increasing hate from all enemies in the encounter.

Open Wounds: Open Wounds allows your auto-attack damage to affect all enemies in front of you. Position yourself with as many mobs in front of you as possible to maximize the damage output of your melee weapon.

Blood Boil: This buff increases your in-combat health regeneration. Blood Boil can really make a difference in long tough fights. Combine this with Destructive Rage and you have one of the best natural health regeneration arts of Fighters.

Amputate: Amputate belongs to your only line of DOT spells. Besides a nice chunk of damage, it also takes a bite out of the target's attack speed. Lower attack speed means less frequent attacks, which in turn means less damage to you.

Solo Questing at 40+

When soloing as a Berserker, make sure you're fully buffed; your armor only absorbs so much damage. But as a Berserker, your buffs are intended to shorten the fight, not necessarily protect you. Infuriate gives you a chance to go berserk and Berserk Cry increases your strength. Put the two together and you're a dangerous foe. For some extra damage yet, call on Taunting Defense and Weapon Aegis to add counterattack capability to your arsenal. Don't forget that Taunting Defense roots you, so be prepared to cancel it if necessary.

When fighting especially hard-hitting mobs, use Courageous Will to boost your defenses at the cost of some offensive melee ability. It doesn't take up concentration slots, so throw on a few offensive buffs to make up for the melee decrease.

GROUP QUESTING AT 40+

At higher levels, it's important to group with players who know what they're doing. Especially important is to have a healer who can keep up with the damage that you take. Having a good DPS ally helps with how quickly you can defeat the mobs. Your main concern is holding aggro so that your support team doesn't get whacked. Priests and Mages can draw a lot of aggro when they cast their spells, so taunt often.

Put on your primary defensive stance, Courageous Will, and let your DPS ally do most of the damage while you take the hits. Place Guarded Vehemence on the Priest or Mage in case they inadvertently draw aggro. Scouts can often draw aggro with their DPS but they can generally last long enough for you to regain aggro. Taunting Defense is a good buff to have on yourself because it builds hate as you fight.

Sometimes you take the role of the secondary tank in a group. In these situations, you can sacrifice your defensive buffs for more offensive ones. Unbridled Fury is your primary offensive stance and a good way to increase your damage output. If your main tank is good at holding aggro, lend some extra avoidance by placing Guarded Vehemence on him or her. Berserk Cry and War Call are especially effective when you're the backup tank, as it increases the main tank's strength and gives him or her a chance to go berserk.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Stunning Howl	60	Fist	2 sec.	1 min.	10 m	A shout that releases the Berserker's anger in a stunning cry. It damages and stuns the target and all nearby encounter members for a short duration.
Guarded Vehemence	60	Arm	Instant	2 sec.	20 m	Grants the Berserker a chance to shield an ally from melee attacks by allowing the target a chance to use the Berserker's avoidance check after their own avoidance check. This also increases the Berserker's agility.
Ruthless Strike	59	Sword	0.5 sec.	20 sec.	5 m	A melee attack that interrupts the target and decreases their Focus skill on a successful hit.
Outrage	59	Horn	0.2 sec.	8 sec.	15 m	Interrupts the target and increases their hate toward the Berserker.
Weapon Aegis	58	Fist	0.2 sec.	30 sec.	—	If the Berserker is struck in melee combat, the Berserker will return with a counterattack for up to 3 attacks.
Stance: Courageous Will	58	—	0.5 sec.	0 sec.	—	Greatly increases defense, parry, physical, and cold damage mitigation at the cost of offensive melee skills and combat attack damage. This is the Berserker's primary defensive stance.
Open Wounds	58	—	1 sec.	3 min.	—	Increases attack speed of the caster and causes your auto-attack to affect all enemies in front of you.
Frenzied Blows	58	Sword	0.5 sec.	1 min.	5 m	Attacks the target up to 3 times. If one of these attacks misses, the successive ones miss automatically.
Taunting Defense	57	Horn	0.2 sec.	0 sec.	—	Grants a chance to counterattack with increased hate toward any opponent that damages the Berserker in melee. This ability also roots the Berserker in place.
Breach	57	Sword	0.5 sec.	10 sec.	5 m	A melee attack that does some extra damage.
Berserker Rush	56	Sword	2 sec.	45 sec.	5 m	A powerful melee attack that strikes all enemies in an arc in front of the Berserker.
Amputate	56	Sword	0.5 sec.	20 sec.	5 m	A melee attack that deals additional slashing damage over time and reduces the target's attack speed on a successful hit.
Wall of Rage	55	Arm	1 sec.	1 min.	5 m	Increases the agility of the Berserker in exchange for decreased movement and attack speeds. Also grants a chance to snare nearby opponents when the Berserker is attacked in melee.
Vision of Madness	55	Arm	3 sec.	30 min.	—	Grants the Berserker a chance to avert death by quickly replenishing the Berserker's health when they would have taken fatal damage. This effect is more powerful if the Berserker is already in a state of berserk.
Devastating Press	55	Fist	0.5 sec.	30 sec.	5 m	A shield attack that knocks the enemy down and stuns them for a short duration. This attack requires a shield.
Subdued Rage	54	Fist	0.5 sec.	30 sec.	—	Decreases the Berserker's attack rate and combat damage in exchange for increased defense for a short duration.
Slay	54	Fist	0.5 sec.	1 min.	5 m	A high-damage attack that stuns the target for a short duration.
Chaos	54	Arm	2 sec.	1.5 sec.	50 m	Increases the physical defense of the Berserker's group against slashing, piercing, and crushing attacks for a short duration. Defense versus crushing attacks is especially improved.
Unyielding Battering	53	Sword	0.5 sec.	20 sec.	5 m	A melee attack that decreases target's offensive skills on a successful hit.
War Call	52	Fist	1 sec.	1 min.	50 m	Grants a chance for the Berserker's group to berserk in combat for a short duration.
Insolent Gibe	52	—	0.2 sec.	3 min.	15 m	Increases the hate of all enemies near the Berserker. Additionally, when taking damage there is a chance to increase the hate of all enemies in an encounter.
Brutal Pledge	52	Fist	0.5 sec.	10 sec.	5 m	A melee attack that increases the target's hate toward the Berserker if it hits.
Berserk Cry	51	Arm	0.5 sec.	1 min.	50 m	Increases the strength of the Berserker's group.
Stance: Unbridled Fury	50	Arm	0.5 sec.	0 sec.	—	Increases the Berserker's offensive melee skills and grants a chance to attack all nearby enemies in an encounter with each melee attack, but at the cost of decreased defense and parry skill. This is the Berserker's primary offensive stance.
Rampage	50	Fist	3 sec.	3 min.	—	Rampage allows the Berserker to attack all nearby enemies whenever you attack. This effect can trigger up to 10 times.
Fearsome Shout	50	Horn	0.2 sec.	20 sec.	15 m	Increases the hate of all enemies in an encounter toward the Berserker. This ability can be used while stilled or stunned.

BERSERKER VS. GUARDIAN

The difference between a Berserker and a Guardian is similar to the differences between the other sister classes: one is more offense-oriented while the other is more defense-oriented. Berserkers are the better damage dealers out of the two. Their distinguishing feature is their ability to go berserk. In the berserk state, Berserkers see an increase in their offensive skills. This is unlike the primary offensive stance that all Fighters have in that going berserk does not sacrifice defense (Berserkers have a primary offensive stance as well). Likewise, most of a Berserker's buffs are offense-oriented, buffing strength and agility, and even giving group members the berserk ability.

The Guardian's strength is in his tougher defenses. As the protector and tank of his group, the Guardian sports a higher defense than the Berserker. A Guardian's role is less dealing damage and more protecting the group from it. The Guardian's buffs lean toward increasing the group or his own mitigation and also in debuffing the enemies. Guardians are most effective if there is another ally in the group that can pour on the damage while the Guardian taunts and holds his ground.

FIGHTER: WARRIOR— GUARDIAN**GUARDIAN PROS AT 40+**

1. You can take a beating without flinching. Thanks to your plate armor and your defensive buffs, you hold your ground well against attackers.
2. Your ability to use ranged weapons makes you a better and safer puller. Pick a mob in a crowd and pull it to a group without bringing every mob in the area.
3. You have plenty of debuffs that weaken your opponents. Whether it's debuffing their offensive skills or robbing them of their power, your debuffs reduce the amount of damage that you take.
4. People like you. When a group is looking for a tank, a Guardian is a very popular choice. People like people who shield them from damage well.
5. You're good at soloing. If you're tired of groups and need some alone time, you're more than capable of going at it alone. Your defenses keep you alive as you wear out the enemies.

GUARDIAN CONS AT 40+

1. Your damage output leaves something to be desired. Guardians are built to defend by absorbing damage, not dishing it out.

2. Your attacks don't generate as much aggro as those of Berserkers. Their extra damage and offensive abilities build a lot of aggro. But thankfully, Guardians have superior taunts and use their groupbuffs to ensure that they maintain aggro.
3. Thanks to your lower offensive ability, solo fights take longer. You can survive longer fights because of your great defensive abilities and buffs, but long fights take their toll on your power. High power consumption means more down time between fights.
4. As a secondary tank, you're one of the weaker fighting classes. Your DPS isn't very impressive so you'll be relegated to buffing. Sure, you've got a few offensive buffs that'll help the group, but your actual damage ability doesn't play a huge part in the fight.
5. Berserkers and Guardians don't shine at anything when compared to the other Fighter classes. Brawlers are better than you at DPS and Crusaders are better than you at taking spell damage. But look on the bright side, you're not the worst in anything either.

ABILITY HIGHLIGHTS

Inflaming Defense: Place this on yourself to get a chance to build aggro with each hit you take. As the main tank, any buffs that build hate are good for the group's success.

Buffet: Buffet inflicts some damage to your target, but its real value lies in draining power from the target. A mob with no power becomes that much less effective.

Reinforcement: Reinforcement increases your hate *position* with every melee hit, which is better than increasing hate. This is a great buff where holding aggro is critical to the group's survival as it can quickly move you to the top of the hate list and keep you there.

Hew: Hew causes slashing damage over time to your target and reduces its DPS. Mobs with lower DPS relieve some of the pressure on your Priest. If you're fighting solo, lower mob DPS allows you to live longer.

Steely Conviction: Steely Conviction increases your Stamina. Because you'll be taking all the hits whether solo or in a group, the extra HP it provides is more than welcome. Plus, it doesn't cost any concentration.

SOLO QUESTING AT 40+

Guardians are comfortable at soloing. With plenty of HP and defensive ability, solo fights become a matter of outlasting your opponent. For extra defense, use Steadfast Stance and throw in Call to War to replace some of the offense that is sacrificed. Return to Battle is a good buff to increase your HP.

Offensively, use Buffet to reduce your opponent's power. You have a variety of attacks that also stun or interrupt the mob. Quelling Blow stuns the target while inflicting a good amount of damage. If you have a shield equipped, Staggering Rush knocks your target down before stunning it. Stunned enemies can't attack or cast for a short time, which in the long run, can add up to a lot of damage you're preventing.

GROUP QUESTING AT 40+

As the main tank in most groups, you'll be most concerned with holding aggro. Inflaming Defense gives you a chance to increase hate with every hit that you take—it's the most powerful form of reactive hate-building abilities of all Fighters. While taunts are the obvious way to build hate, buffs are also great ways to get the enemy's attention. Group buffs such as Commanding Aura can draw a good amount of hate.

Your primary defensive stance is a good choice for groups with some good DPS. Being offensive isn't really your strength anyway, so be as defensive as you can. Call of Defense increases the whole group's defense along with your own. Then add Call to War to increase the group's offensive skills so that you won't have to stand there in harm's way any longer than necessary. To further increase your defenses, buff an ally with Unyielding Vigilance. This gives your ally an extra chance at avoiding an attack while increasing your Parry skill. With all that defensive power, it's a wonder you ever get hit at all.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Unyielding Vigilance	60	Arm	Instant	2 sec.	20 m	Grants the Guardian a chance to shield an ally from melee attacks by allowing the target a chance to use the Guardian's avoidance check after their own avoidance check. This also increases the Guardian's parry skill.
Plant	60	Arm	2 sec.	3 min.	—	Roots the Guardian in place. This effect increases trauma mitigation and decreases the Guardian's attack rate and melee attack damage.
Confront	59	Horn	0.2 sec.	8 sec.	15 m	Interrupts the target and increases their hate toward the Guardian.
Buffet	59	Sword	0.5 sec.	20 sec.	5 m	A melee attack that deals crushing damage and drains some of the target's power on a successful hit.
Tower of Stone	58	Arm	1 sec.	2 min.	—	Allows the Guardian to use a tower shield to absorb all damage they would have otherwise received if the damage was greater than 10% of their total health for up to 3 hits. Each time this effect is triggered, the shield suffers damage. Upgrades to this ability decrease the amount of damage received by the shield.
Stance: Steadfast Stance	58	Arm	0.5 sec.	0 sec.	—	Greatly increases defense, parry, physical, and heat damage mitigation at the cost of offensive melee skills and combat attack damage. This is the Guardian's primary defensive stance.
Stance: Desperate Charge	58	Fist	0.5 sec.	0 sec.	—	Increases the Guardian's offensive melee skills and strength, at the cost of decreased defense and parry skill. This is the Guardian's primary offensive stance.
Goading Assault	58	Horn	2 sec.	30 sec.	5 m	An area-of-effect melee attack that increases the target encounter's hate toward the Guardian.
Overpower	57	Sword	0.5 sec.	10 sec.	5 m	A melee attack that does some extra damage.
Inflaming Defense	57	Horn	0.2 sec.	0 sec.	—	Grants a chance to increase hate with any opponent that damages the Guardian. This ability also roots the Guardian in place.
Steely Conviction	56	Arm	2 sec.	20 sec.	—	Increases the Guardian's stamina.
Hew	56	Sword	0.5 sec.	20 sec.	5 m	A melee attack that deals additional slashing damage over time and reduces the target's combat attack damage on a successful hit.
Wall of Might	55	Arm	1 sec.	1 min.	—	Increases the defense of the Guardian in exchange for decreased movement and attack speeds. Also grants a chance to root opponents that attack the Guardian in melee.
Staggering Rush	55	Fist	0.5 sec.	30 sec.	5 m	A shield attack that knocks the enemy down and stuns them for a short duration. This attack requires a shield.
Sentry Rush	55	Fist	0.5 sec.	5 min.	15 m	Allows the Guardian to intervene and take the damage that would have otherwise killed an ally in the group for a short duration. This also increases the enemy's hate toward the Guardian when this effect triggers.
Quelling Strike	54	Fist	0.5 sec.	1 min.	5 m	A high-damage attack that staggers the target, preventing them from making normal combat attacks for a short duration.
Perfect Strike	54	Fist	0.5 sec.	30 sec.	5 m	A very accurate melee attack that rarely misses.
Commanding Aura	54	Arm	2 sec.	1.5 min.	50 m	Increases the physical defense of the Guardian's group against slashing, piercing, and crushing attacks for a short duration. Defense versus slashing and piercing attacks is improved.
Relentless Charge	53	Sword	0.5 sec.	20 sec.	5 m	A melee attack that decreases target's offensive melee skills and deals additional slashing damage over time on a successful hit.
Unforgiving Strike	52	Fist	0.5 sec.	10 sec.	5 m	A melee attack that increases the target's hate toward the Guardian if it hits.
Reinforcement	52	—	0.2 sec.	3 min.	—	Increases the hate position of the Guardian for every enemy the Guardian successfully attacks.
Call of Defense	52	Arm	1 sec.	1 min.	50 m	Increases the defense skill of the Guardian's group.
Call to War	51	Arm	0.5 sec.	1 min.	50 m	Increases the offensive combat skills of the Guardian's group.
Protect	50	Horn	0.2 sec.	20 sec.	15 m	Increases the hate of all enemies in an encounter toward the Guardian. This ability can be used while stilled or stunned.
Guardian Sphere	50	Arm	1 sec.	3 min.	10 m	Allows the Guardian to protect the entire group, sometimes absorbing all the damage a group member would otherwise take.
Blast	50	Sword	0.5 sec.	1 min.	5 m	A high-damage crushing melee attack.

Professions: Scout



DIRGE PROS AT 40+

1. The new 50+ songs give the Dirge more damage per second (DPS), a new group buff that allows all successful melee attacks a chance to proc for additional damage, and the ability to stoneskin the entire group.
2. Nobody wants to see an ally fall during battle, but it happens, and the Dirge is there to help resurrect fallen comrades in the heat of battle. This can make all the difference between a wipe and a nice piece of loot.
3. The Dirge has the fastest movement in the game, letting him or her become that mach-five songster screaming across zones, leaving a trail of musical notes behind.
4. The Dirge has a very nice variety of songs to use. From tracking, group run speed, snares, and power regeneration to putting a proc on all group members, this class has what it takes to be a real utility class.
5. The Dirge can increase in-combat power regeneration, DPS, disease, poison, slashing, crushing, piercing, and ranged abilities for the entire group. This makes the Dirge the class to select when you're heading out to fight.

DIRGE CONS AT 40+

1. The Dirge lacks self-haste, which lowers your DPS when solo or in a group that cannot provide it. This lack of attack speed hurts the Dirge when soloing.
2. The Dirge has many buffs to choose from for grouping or solo but only five slots to use. Choosing your buffs is serious business because unless you know what you're up against, you'll spend the entire fight adjusting buffs.

3. Fear is a little-used power, but the Dirge owns it. Use this song when you need to get away or find some creative use for it while grouping. It's not a song most Dirges use on a regular basis.
4. Like the other Scout classes, the Dirge gets a few attacks that require you to be in stealth to use, but the Dirge has no in-combat stealth ability. Dirges need to turn off attack and go into regular stealth to use these attacks, slowing their DPS.

ABILITY HIGHLIGHTS

Tomb's Stillness: This song grants the entire group a chance to proc for additional damage on a successful melee attack. Use this song at all times unless you need the concentration slot.

Hymn of Horror: The Dirge has the power to use a huge ranged AOE stun that also includes a blurred vision effect. This song costs the Dirge no power or casting time and can be used every 20 seconds. When fighting multiple foes, use this song every time it becomes available.

Percussion of Stone: This new song grants the Dirge's group a new skin made of stone that can absorb attacks. Use this song at all times and the group will take less damage, allowing the group to gain experience faster.

Elegy at Death's Door: Using this song you can resurrect a fallen comrade in the heat of battle. Your comrade awakens a little groggy and with a small percentage of health but fully able to rejoin the fray immediately, swinging the outcome back your way.

Dissonant Boon: Every melee group needs a Dirge to buff combat stats and this is the song to use. With Dissonant Boon you can buff slashing, crushing, piercing, and ranged abilities of every group member.

SOLO QUESTING AT 40+

The Dirge is a capable soloer if you use your songs to the best advantage. Load all your self buffs prior to attacking to raise your own stats and DPS very nicely. Open up your attack with a slowing effect such as Daro's Disconsolate Dirge, then debuff your foe's mitigation vs. physical damage with Clara's Cataclysmic Cacophony. Follow up with some of your damage attacks that lower the mob's disease resistance then hit the mob with your new disease song Wail of the Banshee. Don't forget to throw in Cheap Shot to stun your target while you continue the attack. Follow this up with any of your melee attacks that snare, lower the mob's attack speed, etc., and you're off to a good start on any fight.

You're the master of melee buffing and this works for you even when you're solo. Your songs are designed to weaken the mob you're fighting. With a little practice, you'll be battling deep into zones with your Escape and fast run speed as a quick exit when needed.

GROUP QUESTING AT 40+

In the group setting, a Dirge makes for a huge DPS enhancement. You can buff your entire group and then debuff the mobs as they are pulled to the group. Use the same strategy as you do when solo with very few changes. On raids, you'll be placed in the main tank group to buff the main tank or in the DPS group, increasing the raid's total DPS. You have your stat songs, disease dots, and power regeneration along with your mob debuffs, so expect to be a sought-after player. You can also slow mobs and lower mitigation and Stamina, along with other debuffs. Use Tarven's Cantankerous Verse, which lowers the target's defense. Use Oppressive Descant to lower Strength and Agility or Guttural Shriek, which lowers the mob's DPS.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Elude	60	Coin	0.2 sec.	20 sec.	10 m	Reduces the target's hate toward the Scout.
Hyran's Seething Sonata	60	Mask	2 sec.	30 sec.	10 m	A song played for an ally that increases their Strength and the amount of hate they generate in combat.
Screeching Elusion	60	Cloak	3 sec.	6 sec.	50 m	Increases the Parry skill of the Dirge's group.
Dissonant Boon	59	Mask	3 sec.	6 sec.	50 m	Increases the combat skills of the Dirge's group.
Cacophony of Blades	58	Coin	2 sec.	1 min.	50 m	A short duration song that grants the Dirge's group increased attack speed, with interrupts and additional disease damage with every melee strike.
Daro's Disconsolate Dirge	58	Coin	2 sec.	0 sec.	15 m	Decreases target encounter's movement speed and attack rate. This song requires a recurrent power cost to maintain.
Elegy at Death's Door	58	Coin	8 sec.	30 sec.	15 m	Resurrect a fallen ally. This spell can be cast during combat.
Jael's Dreadful Deprivation	58	Bow	1 sec.	20 sec.	30 m	Two ranged attacks that deal disease damage. If one of these attacks misses, the successive ones will miss automatically. If every attack hits, the target is drained of power over time. This requires a ranged weapon.
Grievance	57	Dagger	0.5 sec.	10 sec.	5 m	A quick attack that drains the target's health, and gives a portion of it to the Dirge.
Jarol's Sorrowful Requiem	57	Dagger	2 sec.	20 sec.	35 m	Does a medium amount of disease damage to target encounter. This spell is difficult to resist against.
Howl of the Dead	56	Cloak	1 sec.	10 sec.	10 m	A short-range spell that deals disease damage and returns a portion of this damage as health to the Dirge.
Riana's Scornful Sustain	56	Coin	3 sec.	6 sec.	50 m	Increases the combat attack damage of the Dirge's group.
Bria's Glorifying Ballad	55	Coin	3 sec.	10 sec.	30 m	Increases in-combat power replenishment of the Bard's group. This ability does stack with the Enchanter's concentration group power replenishment spell.
Scream of Death	55	Dagger	0.5 sec.	1 min.	5 m	A stealthed attack from behind that deals disease damage over time. The disease damage increases intensity over time until the effect expires.
Supple Disdain	55	Mask	1 sec.	30 sec.	—	Increases the Agility and Intelligence of the Dirge.
Garsin's Burial Chant	54	Cloak	2 sec.	30 sec.	20 m	Causes the target to flee. Upgrades to this ability decrease the chance to resist the duration of this effect.
Hymn of Horror	54	Mask	0.5 sec.	20 sec.	15 m	Interrupts all enemies in a large area surrounding the Dirge and blurs their vision for a short duration. This ability does not require any power or casting time.
Luda's Heinous Cry	54	Dagger	1 sec.	20 sec.	35 m	Does a moderate amount of disease damage to the target.
Void Blade	53	Dagger	0.5 sec.	20 sec.	5 m	Two quick attacks that deal disease damage. If one of these attacks misses, the successive ones will miss automatically. If all attacks hit, the target suffers additional disease damage over time.
Clara's Cataclysmic Cacophony	52	Mask	2 sec.	0 sec.	25 m	Decreases target encounter's crushing, piercing, and slashing resistance. This song requires a recurrent power cost to maintain.
Harl's Rousing Strain	52	Mask	3 sec.	6 sec.	50 m	Increases the Strength and Agility of the Dirge's group.
Percussion of Stone	52	Coin	2 sec.	6 sec.	50 m	A song that grants the Dirge's group a chance to absorb physical damage for a short duration after having taken any physical damage.
Verlien's Keen of Despair	51	Coin	0.5 sec.	20 sec.	15 m	Severely decreases target's resistance to disease and slows target's movement speed for a short time. The slow effect has a chance to break each time the target is attacked.
Tarven's Cantankerous Verse	50	Coin	0.5 sec.	10 sec.	5 m	Decreases target's defense, interrupts them, and deals minor disease damage.
Tomb's Stillness	50	Mask	3 sec.	6 sec.	50 m	Grants the Dirge's group a chance to strike for additional disease damage on a successful attack.
Wail of Banshee	50	Dagger	2 sec.	20 sec.	15 m	Target and nearby encounter members suffer from disease damage over time. This spell deals additional disease damage if it is not dispelled before it expires.

DIRGE VS. TROUBADOR

The Dirge and the Troubador are similar in many ways. Dirge songs are effective for melee while Troubador songs are effective for casters/healers. Troubadors focus on buffing the casters and healers, or adding damage to nukes or procs on offensive spells. Dirges focus on the melee side, adding DPS to weapons, damage as weapon procs, and hate generation to the main tank. Troubadors get spells to decrease hate generation to healers/casters. Troubadors can charm and mesmerize while Dirges can fear and debuff foes. Troubadors focus on magic and divine resists while Dirges focus on poison and disease resists. The Dirge's attacks are disease based and the Troubador's are mental magic.

Both sing songs, but the way they play them is completely different. Troubadors and Dirges can be both good and evil unlike the other Scout classes.

SCOUT: BARD— TROUBADOR

TROUBADOR PROS AT 40+

1. The new 50+ songs give the Troubador more damage per second (DPS), a new group travel stealth song, and a song that reflects an attack back at the caster.
2. Like the Dirge, the Troubador can buff in-combat health regeneration, attack speed, and in-combat power regeneration. These and other group buffs combined with Intelligence and Wisdom debuffs make the Troubador a great group utility class.
3. As a Troubador, you'll be a popular group member in groups looking to gain XP quickly. Your buffs help quicken the demise of enemies while reducing the downtime between fights.
4. The Troubador will get put in the main tank group on raids for buffing attack speed, Strength, Agility, Stamina, and defense.
5. Your ability to buff your group's Disruption, Subjugation, Ordination, Ministration, Focus, Cold, and Heat has casters begging you to join groups.

TROUBADOR CONS AT 40+

1. On a regular day of grouping the Dirge will be picked ahead of the Troubador for melee buffing skills. Casters will complain, but there are usually more melee classes in a group than casters.
2. Charm is a situational ability, lasting only a few seconds with an even longer reuse timer. This is the Troubador's last ditch effort to get control of a bad pull.
3. Unlike the Dirge class, the Troubador cannot resurrect a fallen comrade. This makes the Dirge more wanted in groups than the Troubador.

ABILITY HIGHLIGHTS

Aria of Exaltation: This song casts a buff on every member of the group, giving them a chance to proc a moderate damage mental attack before every spell they cast. This song adds DPS to the group and should be used often.

Guviena's Overpowering Ovation: This ranged attack has the chance to hit the target twice and upon doing so, stifles the target. Stifle is a great spell, so use it as often as it is available.

Lore's Magniloquent Roust: This song not only decreases the target's defense but it lowers their power every time the ability is used on top of the ability's power cost.

Requiem of Reflection: This song reflects a spell back upon the caster at 100 percent the full effect's cast on the group's members. This song has great potential for sending that Ice Comet back at the caster and winning the day.

Awesome Bellow: This song grants the Troubador a chance to hit six targets with an AOE interrupt and blurs their vision. This song is available every 20 seconds, costs no power, and has no casting time. Use this song well.

SOLO QUESTING AT 40+

As with the other Scout classes, the Troubador lacks the mitigation and hit points needed to be an effective tank, but the Troubador is not out of the game yet. The Troubador is capable of buffing his or her own stats with such songs as Swan Song, which increases his Disruption, Subjugation, Ordination, Ministration, and Focus, making the Troubador more powerful. Like the Dirge, the Troubador can open up his attack with an AOE or the stun attack, Cheap Shot. Follow this attack up with a song that debuffs, such as Guviena's Slothful Chant, which decreases mitigation to mental while also snaring the target. Next head into your melee attacks that also have debuffs on them and follow up with your stun, giving you time to choose your next attack wisely.

Don't forget to keep Requiem of Reflection on yourself if you're fighting casters.

GROUP QUESTING AT 40+

When the Troubador joins a group, the casters rejoice in knowing they will be doing more damage while regaining power at a faster rate. In the group setting, a Troubador excels at increasing the DPS of the casters and to a lesser extent, the melee fighters. You can buff your entire group and then debuff the mobs as they are pulled. Use the same strategy as you do when solo with very few changes. On raids you will be placed in the healer group to buff the clerics or in the caster DPS group, increasing the raid's total DPS. You have your stat songs, mental dots, mental direct damage songs, and power and health regeneration along with your mob debuffs, so expect to be a sought-after player. You can stifle and stun mobs while lowering mental mitigation. Use Alin's Tranquil Serenade to lower hate among the members of your group while raising it with the main tank. Use Pilfer Essence to reduce your target's power while giving most of it back to yourself, or Jael's Dreadful Deprivation for two quick ranged attacks that prevent the target from attacking.

You're the master of caster buffing and this works for you very well in caster groups. Your songs are designed to build up the skills and power regeneration of the casters in your group, making the entire group more devastating to your foe.



Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Balletic Avoidance	60	Cloak	3 sec.	6 sec.	50 m	Increases the Defense skill of the Troubador's group.
Elude	60	Coin	0.2 sec.	20 sec.	10 m	Reduces the target's hate toward the Scout.
Kian's Catastrophic Anthem	60	Cloak	2 sec.	0 sec.	25 m	Impairs the Wisdom of target encounter and inflicts mental damage over time. This song requires a recurrent power cost to maintain.
Dove Song	59	Mask	3 sec.	6 sec.	50 m	Grants increased Focus and improved effectiveness of all casting techniques of the Troubador's group.
Elemental Concerto	58	Mask	3 sec.	6 sec.	50 m	Increases elemental resistance of the Troubador's group.
Guviena's Overpowering Ovation	58	Bow	1 sec.	25 sec.	50 m	Two ranged attacks that deal mental damage. If one of these attacks misses, the successive ones will miss automatically. If every attack hits, the target becomes stilled for a short time. This requires a bow.
Precision of the Maestro	58	Coin	2 sec.	4 min.	50 m	A short-duration song that grants the Troubador's group increased Intelligence and additional mental damage with every hostile spell cast. While maintaining this song, the Troubador is rooted and cannot make normal combat attacks.
Quiron's Blissful Celebration	58	Mask	3 sec.	6 sec.	30 m	Increases in-combat health regeneration for the Troubador's group.
Alin's Incandescent Concord	57	Dagger	3 sec.	15 sec.	35 m	Does a medium amount of mental damage to the target encounter and interrupts them.
Sandra's Bewildering Incursion	57	Dagger	0.5 sec.	10 sec.	5 m	A quick attack that deals mental and power damage.
Exhilarating Opus	56	Coin	3 sec.	6 sec.	50 m	Increases the attack speed of the Troubador's group.
Pilfer Essence	56	Cloak	1 sec.	10 sec.	30 m	Drains health from the target, returning a portion of the drained health as power to the Troubador.
Bria's Glorifying Ballad	55	Coin	3 sec.	10 sec.	30 m	Increases in-combat power replenishment of the Bard's group. This ability does stack with the Enchanter's concentration group power replenishment spell.
Daelis' Jig of Blades	55	Mask	1 sec.	30 sec.	—	Increases the Agility and Intelligence of the Troubador.
Awesome Bellow	54	Mask	Instant	20 sec.	5 m	Interrupts target encounter in the area surrounding the target of the spell and blurs their vision for a short duration. This ability dose not require any power or casting time. Upgrades to this spell are harder to resist.
Eli's Thunderous Chorus	54	Cloak	2 sec.	10 sec.	10 m	A short-range spell that inflicts mental damage on a single target with a fast reuse.
Flawless Shriek	54	Dagger	1 sec.	15 sec.	35 m	Does moderate amount of mental damage to the target.
Courtly Blade	53	Dagger	Instant	20 sec.	5 m	Two quick attacks that deal mental damage. If one of these attacks misses, the successive ones will miss automatically.
Alin's Tranquil Serenade	52	Cloak	3 sec.	0 sec.	50 m	Places a serenading song surrounding all non-fighters in the Troubador's group. This song reduces enemy hate toward any of the Troubador's group. This song reduces enemy hate toward any of the Troubador's allies that they damage, and decreases the overall amount of hate that is generated by the Troubador's allies.
Raxxyl's Brash Descant	52	Mask	3 sec.	6 sec.	50 m	Increases the Strength and Stamina of the Troubador's group.
Requiem of Reflection	52	Cloak	3 sec.	10 sec.	50 m	A song that grants the Troubador's group a chance to reflect non-physical spells for a short duration after having taken any non-physical damage.
Guviena's Slothful Chant	51	Coin	0.5 sec.	20 sec.	15 m	Severely decreases target's resistance to mental and slows target's movement speed for a short time. The slow effect has a chance to break each time the target is attacked.
Aria of Exaltation	50	Cloak	3 sec.	6 sec.	50 m	Grants the Troubador's group a chance to strike for additional mental damage before every hostile spell they cast on a target.
Brusco's Flavorful Aura	50	—	1 sec.	10 sec.	—	Surrounds the Troubador with lasting streaks of light.
Lore's Magniloquent Roust	50	Coin	0.5 sec.	10 sec.	5 m	Decreases target's defense and burns their power every time they use an ability.
Lullaby	50	Mask	1.5 sec.	9 sec.	25 m	Mesmerizes the target and removes them from being affected by area effect spells for a short duration. This effect breaks upon the target receiving any damage. Upgrades to this spell decrease the chance to resist the duration of this effect.



ASSASSIN PROS AT 40+

1. The new 50+ abilities give the Assassin more damage per second (DPS), threat management skills, and the ability to apply poison to any ally's weapon, giving your group/raid more DPS.
2. Assassins are the melee damage dealers with the highest hits in the game. Playing an Assassin offers you the chance to be in the top 10 on your server or even game wide.
3. Unlike your Ranger counterpart, the Assassin has more melee than ranged attacks and higher DPS. Besides, driving daggers into a foe's back is just more fun than shooting arrows safely from a distance.
4. Damage per second is what being an Assassin is all about. Sure, you can sneak around zones Escaping when mobs try to kill you, and your name sure sounds cool, but the bottom line is damage, and the Assassin is all about that like no other class in the game.
5. As with all Scout classes, with the use of Escape, an Assassin's group can quickly flee to a safe area in the current adventuring zone.

ASSASSIN CONS AT 40+

1. Assassins are melee damage dealers but lack of heavy armor and mitigation leaves them hurting when foes start beating on them. Build up Agility to boost your avoidance.
2. Assassins really anger mobs with their massive DPS. The Assassin must learn threat management early on or he or she will constantly be pulling mobs off the tanks and dying.
3. Unlike the Ranger, the Assassin needs to get up close and personal with his foe. This leaves the Assassin open for more melee damage.

4. Lack of group buffs leaves only DPS as the one reason to invite Assassins into groups. Thankfully, damage dealers are always in demand, but the lack of utility leaves Assassins with a limited role.

ABILITY HIGHLIGHTS

Finishing Blow: Using this attack at the proper moment offers you a chance to increase your DPS and kill the mob in one final blow. When your foe drops below 20 percent health, this attack does triple damage.

Apply Poison: Use this new ability to apply poison to an ally's weapons. This ability uses one concentration point to maintain and lasts until cancelled. Use this on your main tank to help him hold the mob's attention, allowing you to do stealthier damage without drawing attention to yourself.

Concealment: This ability allows you to use one stealth attack after another by putting you in stealth mode with auto-attack off after every hit. Beware of the higher hate generation this creates, and offset that by using your other new abilities to keep the hate on the main tank in the group/raid.

Murderous Design: Murderous Design places a percentage of the hate you generate with your high DPS onto an ally of your choosing. DPS creates hate and Assassins cannot afford to take the hate away from the main tank. Use this ability and Apply Poison together on your main tank and even a poorly taunting tank can keep the mob's attention off you.

Elude: Elude is the ability that every Assassin has been praying would come along one day. This ability lowers you on the hate list; every time it pops, use it. Use Elude with your other hate management abilities and you can increase your DPS without fear of getting beat on.

SOLO QUESTING AT 40+

Assassins are challenged as soloers due to their lack of healing, mitigation, and frontal DPS, but Assassins can open every fight from stealth with a high-damage attack, giving them a slight advantage. You can also use Cheap Shot to stun the enemy so that you can scoot around to its rear for a rear attack. If you find yourself facing a group of mobs, target the healer or caster first and open the fight with Assassinate, then finish the mob off if needed. Learn to use your Surveil ability to place you in stealth while fighting solo, turn auto-attack off while casting, step forward, and use any of your stealth attacks. With practice, you will be doing more DPS while fighting solo if you can get your stealth attacks in.

When you fight solo you do so from the front of your target. Use your defensive stance, Adroit Defense, which increases your hit points and Parry skill while lowering your attack speed slightly. Also use your Wicked Villainy self buff, which raises your DPS and Agility. The Assassin is a very capable soloing class as long as you understand your strengths and weaknesses and use some good strategy.

GROUP QUESTING AT 40+

The Assassin's true power becomes apparent when he or she groups and can spend the entire fight flanking the foe. From a flanking position, the Assassin has many powerful attacks and can help quickly slay any mob. Open battle from stealth with Deathly Blade or Crippling Strike and follow it up with an attack that includes a DOT (damage over time). From here you can unleash your entire arsenal of attacks one after the other. Make sure the main tank has your Apply Poison buff and Murderous Design and that you have your Whirling Blades. Now use your new Concealment ability and strike your foe from stealth, unleashing one attack after another upon your enemy. In a group setting, the Assassin is about pure DPS and nothing more.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Freezing Strike	60	Sword	0.5 sec.	1 min.	5 m	An attack that roots the target on successful hit.
Elude	60	Coin	0.2 sec.	20 sec.	10 m	Reduces the target's hate toward the Scout.
Adroit Defense	60	Cloak	0.5 sec.	0 sec.	—	Increases defense, parry, and Agility while reducing the offensive melee skills and combat attack damage of the Assassin. This is the Assassin's primary defensive stance.
Whirling Blades	59	Mask	0.5 sec.	0 sec.	—	Grants the Assassin a chance to strike for an additional attack with each successful melee hit and increases offensive combat skills, at the cost of decreased Defense and Parry skill. This is the Assassin's primary offensive stance.
Finishing Blow	58	Dagger	0.5 sec.	45 sec.	5 m	A powerful melee attack that deals triple damage if the target is below 20% health.
Crippling Strike	58	Coin	0.5 sec.	3 min.	5 m	An attack that severely lowers target's defense on a successful hit.
Contrived Weapon	58	Mask	2 sec.	20 sec.	25 m	A ranged attack, requiring the Assassin to be behind or flanking the target, that does piercing damage to the target. Does not require ammo.
Assailing Blast	58	Bow	1 sec.	20 sec.	30 m	Two precise ranged attacks. If one of these attacks misses, the successive ones will miss automatically. This requires a ranged weapon.
Spitting Asp	57	Bow	1.5 sec.	1 min.	30 m	A ranged attack that deals very high damage from behind. It requires a ranged weapon.
Scraping Blow	57	Dagger	0.5 sec.	10 sec.	5 m	A quick attack that deals medium damage and does slashing damage over time.
Murderer's Assault	56	Cloak	2 sec.	30 sec.	5 m	A stealthed attack that strikes all nearby enemies surrounding the Assassin. It inflicts additional piercing damage over time on anyone that it hits. The Assassin must be stealthed to use this ability.
Improved Surveil	56	Mask	1 sec.	30 sec.	50 m	Lowers target's hate toward the Predator and places the Predator into stealth.
Wicked Villainy	55	Mask	1 sec.	30 sec.	—	Increases Agility and combat attack damage of the Assassin.
Insidious Wound	55	Dagger	0.5 sec.	20 sec.	5 m	Deals medium damage and causes the target to bleed, dealing additional piercing damage over time.
Concealment	55	Mask	0.5 sec.	1 min.	—	Allows the Assassin to enter stealth after every combat art that lands within the next few seconds.
Oozing Wound	54	Dagger	0.5 sec.	30 sec.	5 m	A penetrating attack that deals significant damage over time. If untreated, it deals additional damage when the effect expires.
Fel Shot	54	Bow	2 sec.	1 min.	30 m	A ranged attack for the head that deals great damage. A ranged weapon is required and this must be performed to the side or behind the target.
Brutal Focus	54	Mask	1 sec.	5 min.	—	Increases the combat attack damage and melee offensive skills of the Assassin.
Murderous Design	53	Coin	1 sec.	30 sec.	50 m	Reduces the amount of hate that the Assassin accumulates in combat and transfers it to an ally.
Gorestrike	52	Dagger	0.5 sec.	1 min.	5 m	A deadly attack that deals very high damage. It can only be used behind or on the side of the target while in stealth.
Deathly Blade	52	Dagger	0.5 sec.	5 min.	5 m	Launches an attack that deals extreme damage. Assassins must be in stealth to perform this combat art.
Apply Poison	52	Mask	3 sec.	10 sec.	50 m	Applies a poison on an ally's weapon. This ability can only be maintained on a single ally at a time, and that ally must not already be capable of using poisons.
Deadfall	51	Coin	0.5 sec.	20 sec.	15 m	Severely decreases target's resistance to poison and slows target's movement speed for a short time. The slow effect has a chance to break each time the target is attacked.
Shadowed Form of the Assassin	50	—	1 sec.	10 sec.	—	Swaths the Assassin in moving shadows.
Assassinate	50	Dagger	0.5 sec.	15 min.	5 m	Assassinate is the most lethal stealthed attack in the Assassin's arsenal.
Anathema	50	Coin	0.5 sec.	20 sec.	5 m	Decreases target's defense and trauma resistance.

ASSASSIN VS. RANGER

The difference between an Assassin and a Ranger is the play style. The Ranger is a master of the ranged attack while the Assassin enjoys getting in close and attacking from stealth. The two classes are very similar in design with that one simple difference. Where the Assassin deals huge damage hits with longer recast times, the Ranger deals smaller damage hits with smaller recast times. Both classes have no real group buffs or utility capabilities. Unlike other classes in the game, these two classes really are the same minus the play style.

Another important difference is from which city they hail. The Assassin is evil aligned and must fight up from the hard streets of Freeport, while the Ranger is of a good alignment growing up safely in Qeynos.

SCOUT: PREDATOR— RANGER

RANGER PROS AT 40+

1. The new 50+ abilities give the Ranger more damage per second (DPS), longer-ranged attacks, and the ability to fire a steady stream of arrows from point blank.
2. The Ranger can kite mobs using his longer-ranged attacks and snare capabilities. This makes the Ranger one of the few classes that can solo well using kiting.
3. Ranged attacks allow you to stay out of harm's way and still get your DPS in. With attacks allowing for a range of 50 meters you can remain in the background and safely unleash your arrows on the target.
4. Rangers get quicker burst damage attacks than the Assassin, so when you add a possible proc to each of your attacks, you can out-damage the Assassin.
5. With the new Sniper Shot attack, the Ranger has a chance to make it into the top 10 highest melee hits on the server or game wide.

RANGER CONS AT 40+

1. Unlike the Assassin, the Ranger does not do great DPS within melee range, which leaves you much weaker when you're down in the dungeons and unable to use your bow.

2. The Ranger's lack of group buffs leaves DPS as the only reason to invite one into groups. Thankfully, damage dealers are always in demand, but the lack of utility leaves Rangers with a single role.

3. When soloing, Rangers lack the melee DPS to bring foes down quickly. This leaves ranged attacks, which cannot be used well while running. Soloing becomes harder as you level up, but with the right gear and attitude you can make it work.
4. The new changes to the system prevent the old style kiting but with snare and some strong bow strategies you can still do it.

ABILITY HIGHLIGHTS

Stream of Arrows: This attack allows the Ranger to fire a steady stream of arrows at the target even when the Ranger is directly in front of the target. Stand 40 meters away and let loose with this attack while the rest of the raid runs in and out of your target's AOE.

Sniper Shot: This is the Ranger's big attack, dealing at least 3k damage. Use this power with Focus Fire to raise your ranged attack skill and Archer's Frenzy for a possible added proc, and you can do serious damage to your foe. Sniper Shot also has a knock-back effect, stuns the target, and blurs the target's vision.

Storm of Arrows: This area-of-effect ranged attack does very high damage to all foes within a radius of 10 meters of the target. Use this or Sniper Shot to pull when you are soloing, and you can start the fight out with a nice group of wounded mobs.

Focus Fire: This Ranger ability raises your ranged skill by 30+ points while severely lowering your slashing and piercing skill by 80+. Focus Fire also increases your DPS and attack speed, making it a nice burst for your big ranged attacks.

SOLO QUESTING AT 40+

The Ranger can solo, but he approaches this fight differently than other classes. The Ranger pulls the mob with a snare such as Snaring Shot followed by a few ranged bow attacks. The Ranger then stuns the mob with Cheap Shot, moves in to use Longshank, which drops him or her into stealth, and follows it up with a high-damage stealthed flanking attack such as Crippling Blade, then turns on Streaming Arrows.

If you need to repeat the process, try tossing in more of your ranged attacks by running far away from the mob and turning to cast. If you use snare you can get one or two bow attacks in.

GROUP QUESTING AT 40+

In a group, the Ranger gets to show off his higher DPS and new bow combat abilities. On the pull, use bow attacks followed up with a stealthed flanking attack. Next, back off some and unleash Stream of Arrows and other ranged combat abilities such as Triple Shot or Culling the Weak. Rangers can amass some massive DPS with the new combat abilities and will enjoy showing the Assassin a thing or two about DPS.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Dance of Trees	60	Cloak	0.5 sec.	0 sec.	—	Increases defense, parry, and Agility while reducing the offensive melee skills and combat attack damage of the Ranger. This is the Ranger's primary defensive stance.
Amazing Shot	60	Bow	1.5 sec.	1 min.	50 m	A ranged arrow attack that does not require line of sight.
Archer's Frenzy	59	Mask	0.5 sec.	0 sec.	—	Grants the Ranger a chance to strike for additional damage with each successful ranged attack and increases offensive skills, at the cost of Defense and Parry skill. This is the Ranger's primary offensive stance.
Snaring Shot	58	Bow	1 sec.	10 sec.	35 m	A ranged attack that slows target's movement on a successful hit. A bow is required.
Precise Shot	58	Bow	1 sec.	20 sec.	50 m	Two precise arrow attacks that deal heat damage. If one of these attacks misses, the successive ones will miss automatically. This requires a bow.
Arrow Rip	58	Bow	0.5 sec.	20 sec.	5 m	An attack that deals damage as the Ranger attempts to rip an arrow from the target.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Shocking Thrust	57	Dagger	0.5 sec.	10 sec.	5 m	A quick attack that strikes with lightning, inflicting heat damage.
Culling the Weak	57	Bow	1.5 sec.	1 min.	50 m	A ranged attack that deals very high damage from behind. If it lands, the target's movement speed is slower. It requires a bow.
Triple Arrow	56	Bow	1.5 sec.	1 min.	50 m	Three precise arrow attacks, with each successive arrow dealing additional damage. If one of these attacks misses, the successive ones will miss automatically. This requires a bow.
Improved Surveil	56	Mask	1 sec.	30 sec.	50 m	Lowers target's hate toward the Predator and places the Predator into stealth.
Shroud of the Forest	55	Mask	1 sec.	30 sec.	—	Increases Agility, attack speed, and in-combat movement speed of the Ranger.
Lunging Blade	55	Dagger	0.5 sec.	20 sec.	10 m	Deals damage from range and causes target to bleed, dealing additional piercing damage over time.
Stealthy Fire	54	Bow	3 sec.	1.5 min.	50 m	A deadly ranged stealth attack that deals extreme damage and has a longer preparation time. Rangers must be in stealth and have a bow equipped to perform this combat art.
Fatal Reminder	54	Dagger	0.5 sec.	30 sec.	10 m	A ranged penetrating attack that deals significant damage over time.
Brutal Instinct	54	Mask	1 sec.	5 min.	—	Increases the combat attack damage and ranged offensive skills of the Ranger.
Primal Agility	53	Coin	1 sec.	30 sec.	—	Reduces the amount of hate that the Ranger accumulates in combat.
Dire Blade	52	Dagger	0.5 sec.	1 min.	10 m	A deadly attack that deals very high damage. It can only be used behind or on the side of the target while in stealth.
Confusion Arrow	52	Bow	1.5 sec.	30 sec.	50 m	Ranged attack that enrages the target, causing the next person it attacks to generate much more hate for a short duration.
Forester's Noose	51	Coin	0.5 sec.	20 sec.	15 m	Severely decreases target's resistance to heat and slows target's movement speed for a short time. The slow effect has a chance to break each time the target is attacked.
Storm of Arrows	50	Bow	2 sec.	3 min.	10 m	A ranged area attack centered at the target that deals great damage to the target and nearby encounter members.
Snipe	50	Coin	0.5 sec.	20 sec.	20 m	Decreases target's defense. This has an extended range.
Focus Fire	50	Bow	1 sec.	4 min.	—	Greatly improves the Ranger's ranged skill with increased attack speed and combat attack damage for a short duration at the cost of all melee skills.

SCOUT: ROGUE— BRIGAND

BRIGAND PROS AT 40+

1. The new 50+ abilities give the Brigand more damage per second (DPS) and the ability to stoneskin the entire group, lowering total damage taken.
2. Brigands debuff all forms of mitigation from magic, physical, attack speed, defense, and Agility.
3. Brigands get a great offensive stance, giving them a 30 percent chance to interrupt their target's casting with every swing.
4. The Ruse line is one of the best spell lines in the game. Trick your foe into thinking you are about to die, then counterattack for a massive amount of damage.
5. Brigands also get the new combat ability to avoid all AE not directly targeted at them.

BRIGAND CONS AT 40+

1. While the Swashbuckler gets mesmerize, the Brigand lacks a real crowd control combat ability other than their stuns, which are not always reliable.
2. Brigands aren't the most popular class for groups. Your DPS is good but you can't really tank if you happen to draw aggro. For this reason, groups tend to be wary of poorly-played Brigands that may inadvertently draw aggro and kill the whole group.
3. Swashbucklers have better DPS than the Brigand. As a Scout class this hurts.
4. Brigands do not bring very much utility to the group compared to a Swashbuckler.
5. Ranged and AE damage for the Swashbuckler is much greater with shorter re-use timers.

ABILITY HIGHLIGHTS

Double Up: This repeats the last two seconds of combat arts. Use Double Up after using powerful combat arts that have long reuse timers.

Chasten: While dispelling beneficial divine effects on the target, it also interrupts and increases your threat, taking pressure off the other classes currently getting beat on.

Deception: Trick your target into thinking you're about to die and the next time you're hit, surprise attack them back, dealing tons of damage.

Beseech for Mercy: Intervening to take some of the damage from a group member might save the day if you use it at the right moment. This combat ability also drops your ally on the hate list, giving him or her a chance to recover. With the short duration and instant cast time, this is the perfect combat ability to use on your cleric.

Subdue: This combat ability does high crushing damage, but its stun is the main reason to use it. Subdue is capable of stunning many foes, making it a great combat ability for lots of situations.

Amazing Reflexes: Allows the Brigand to avoid all AE attacks and spells not directed directly at the Brigand. Think of this combat ability the next time you head to a raid with an AE and you will see the true power behind it.

SOLO QUESTING AT 40+

The Brigand, like all chain-wearing classes, is not well suited as a frontal soloing class. But with some good combat ability use, Brigands can get by very well. Open your attacks with either a ranged or stealthed attack, follow up with Cheap Shot to stun the target, then move in for one of your other high-damage flanking attacks. You have only three frontal combat abilities, so continue your attacks until you can use stuns again. Ranged attacks aren't used much except in pulling or after using a stun when you need to distance yourself from the target. Most of your combat arts also combine debuffs with every attack so you are also weakening the mob constantly. Use your Ruse line every chance you get while soloing, as the high damage surprise attack should not be wasted.

GROUP QUESTING AT 40+

Grouping for the Brigand changes the way you handle your combat abilities. When in a group, concentrate on keeping mobs stunned while putting your debuff combat abilities to use with every attack. If your healer or caster starts taking a beating, use your plus-hate attacks to pull the mob onto you, allowing the main tank to get the situation back under control.

Brigands do not offer the utility that other classes bring to the group, but a smart Brigand can hold his own and earn the respect of his fellow group members. The Brigand is not a major DPS class, but you can debuff the mob enough to raise the DPS of the rest of the group, making each encounter more successful.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Stab	60	Mask	0.5 sec.	30 sec.	5 m	An attack from the side or behind that damages the target over time on a successful hit.
Ruffian	60	Cloak	0.5 sec.	0 sec.	—	Increases defense, parry, and physical damage mitigation while reducing the offensive melee skills and combat attack damage of the Brigand. This is the Brigand's primary defensive stance.
Elude	60	Coin	0.2 sec.	20 sec.	10 m	Reduces the target's hate toward the Scout.
Befuddle Adversaries	59	Mask	3 sec.	0 sec.	—	Allows the Brigand to concentrate on drawing attention to other allies when the Brigand is in danger. Each time an enemy damages the Brigand, their hate toward the Brigand is reduced.
Flashy Throw	58	Bow	1 sec.	30 sec.	30 m	Two precise throwing attacks. If one of these attacks misses, the successive ones will miss automatically. If all attacks hit, the target becomes knocked down. This requires a ranged throwing weapon.
Double Up	58	Dagger	Instant	1 min.	5 m	An attack that repeats the Brigand's previous 2 seconds of certain combat arts on the target.
Despairing Thrust	58	Cloak	0.5 sec.	30 sec.	5 m	A desperate attack that causes both the Brigand and the target to lower their defenses for a short time.
Deceitful Blow	58	Mask	0.5 sec.	30 sec.	5 m	An attack that prevents the target from attacking in combat for a short time.
Shrouded Blade	57	Dagger	0.5 sec.	10 sec.	5 m	A quick attack that lowers the target's attack speed.
Revoke	57	Dagger	0.5 sec.	20 sec.	5 m	An attack from the side or front that deals medium damage. If it hits, it cripples target's ability to parry.
Thuggish Negotiation	56	Dagger	1 sec.	30 sec.	5 m	An attack that strikes all enemies surrounding the Brigand. Anyone hit by this attack gets interrupted.
Ensnarl	56	Bow	2 sec.	45 sec.	25 m	The Brigand traps target encounter, slowing their movement speed. Every attack or hostile encounter on them has a chance at breaking this effect. When the initial effect expires, the target's movement speed is hindered again for a short duration.
Ruggedness	55	Mask	1 sec.	30 sec.	—	Increases the Strength and trauma resistance of the Brigand.
Dispatch	55	Mask	0.5 sec.	1 min.	5 m	A high damage melee attack from behind that severely cripples all of target's resistances for a short duration.
Audacious Advance	55	Mask	0.5 sec.	0 sec.	—	Increases offensive skills at the cost of the Rogue's Defense and Parry skill. This ability also grants the Rogue a chance to interrupt with additional piercing damage with each successful attack. This is the Rogue's primary offensive stance.
Vicious Assault	54	Dagger	0.5 sec.	30 sec.	5 m	Two quick attacks. If one of these attacks misses, the successive ones will miss automatically.
Beseech for Mercy	54	Mask	Instant	1 min.	15 m	Target ally begs for forgiveness from enemy attacks, allowing the Brigand to intervene and take some of the damage and decrease the encounter's hate toward that ally.
Crafty Deceit	53	Coin	1 sec.	6 min.	—	Increases the attack speed of the Brigand and grants a chance to knock down an enemy with every successful melee attack.
Spine Ripper	52	Dagger	0.5 sec.	30 sec.	5 m	An attack from behind that deals additional piercing damage over time.
Chasten	52	Mask	0.2 sec.	15 sec.	10 m	Infuriates the target toward the Brigand, increasing hate toward the Brigand, interrupting them, and dispelling Divine-based benefits on the target.

TABLE CONTINUED ON NEXT PAGE

Arts (Continued)						
Art	Level	HO Icon	Cast Time	Recast	Range	Description
Amazing Reflexes	52	Coin	3 sec.	10 sec.	—	Allows the Brigand to avoid any area effect attacks and spells that do not directly target the Brigand. The amount of hate that the Brigand generates with all enemies is also increased.
Corral	51	Coin	0.5 sec.	20 sec.	15 m	Severely decreases target's resistance to cold and slows target's movement speed for a short time. The slow effect has a chance to break each time the target is attacked.
Wrangle	50	Coin	0.5 sec.	10 sec.	5 m	Decreases target's defense and Agility.
Subdue	50	Cloak	0.5 sec.	1 min.	5 m	A powerful crushing attack that stuns the target on a successful hit. Epic targets have extra resistance to the stun effect.
Debilitate	50	Mask	0.5 sec.	1 min.	5 m	A debilitating attack from behind that cripples target's defenses, greatly decreasing their crushing, piercing, and slashing mitigation.

BRIGAND VS. SWASHBUCKLER

The Swashbuckler is more DPS oriented while the Brigand is more focused on debuffing. The Swashbuckler can control a mob with a single mesmerize while the Brigand gets the use of many stuns. The Brigand has many debuffs and stuns attached to each attack, giving him or her more group utility than the Swashbuckler. The Swashbuckler gets plus-hate attacks along with many multiple strike attacks, allowing him or her to play the off-tank when needed. When playing a Swashbuckler you focus on pure DPS, while playing as a Brigand you are constantly stunning your foe while lowering its skills and powers with every strike.

The Brigand is evil aligned and must fight up from the hard streets of Freeport, while the Swashbuckler is of a good alignment growing up safely in Qeynos.

SCOUT: ROGUE—SWASHBUCKLER

SWASHBUCKLER PROS AT 40+

1. The new 50+ abilities give the Swashbuckler more damage per second (DPS), some new ranged attacks, and a new ability that adds damage to almost every successful melee attack you make.

2. If you need to get a group through a dungeon then the Swashbuckler is the class to go with. The Swashbuckler can cast group invisibility that can take the group to the deeper depths of dungeons without being bothered by lesser mobs.
3. Disarming Leer can help you maintain proper crowd control by mesmerizing a foe for 20 seconds. This makes the Swashbuckler your backup crowd control class.
4. Swashbucklers have some nice point blank area effect (PBAE) abilities, such as Lucky Gambit. These abilities allow you to cause damage to all mobs within range even if they are not part of the group you're fighting.

SWASHBUCKLER CONS

AT 40+

1. You're a pure DPS class. This means that groups may be wary of picking you up unless they have skilled tanks in the group. While you're a great asset in groups with decent aggro-holding ability, you can easily destroy a group if you aren't careful about not drawing aggro with your high-damage abilities.
2. The Swashbuckler has many abilities that can increase the Swashbuckler's hate during an encounter. The downside is that the Swashbuckler cannot take the hits, so these abilities are not used all that often and are seen as a waste for the class.
3. The Swashbuckler's self haste buff causes the Swashbuckler to gain hate on top of the DPS increase already raising your hate level percentages. This can lead to the Swashbuckler pulling the mob's attention off the main tank. If the group is not ready for this move, it might cost the Swashbuckler his or her life.

4. If you want a utility class, this is not the class for you. Unlike the Brigand who gets stuns and debuffs with every attack, the Swashbuckler is a DPS class with poor off-tank and crowd control abilities.

ABILITY HIGHLIGHTS

Disarming Leer: Use this ability to mesmerize a mob while preventing any of the group's AOE spells from hitting the mesmerized mob. Use this solo to help take down a group of mobs or in a group as backup crowd control.

Lung Puncture: This nice flanking attack not only deals moderate damage every 30 seconds, but decreases your foe's slashing, crushing, piercing, ranged, Focus, Disruption, Subjugation, and Ordination skills.

Hurricane: This new ability grants the Swashbuckler a 50 percent chance to proc some extra damage with every successful attack. This ability increases your DPS, which is what the class is all about.

Hail of Steel: This new ability fires a steady stream of thrown weapons at a foe. While this ability also roots you in place and increases your hate during the encounter, the DPS output is a nice advantage.

Swarthy Diversion: Use this new ability to put a percentage of your hate onto the main tank or any member of your group. While not enough to counter all your plus-hate attacks, this ability helps keep the mob on your tank.

Fury of Blades: This attack consists of three quick strikes, resulting in a decreased mitigation debuff on your target if all three successfully hit.

SOLO QUESTING AT 40+

The Swashbuckler can solo, but as a medium armor class with lower mitigation, you need to use your skills well. When solo, open the fight with a PBAE, then use Inspired Daring for some quick burst damage. Next use your multi-strike attacks and follow up with a frontal combat attack. Turn off auto-attack, use Cheap Shot to stun the mob, then move behind the foe to flank attack it. Turn off auto-attack again and hit mesmerize to hold the mob and move behind to flank attack again. By then your PBAEs are up again so you can rinse and repeat.

When soloing, you can use your arsenal of plus-hate attacks because you get all the hate anyway. Use these attacks to help increase your DPS and gain the side effects these attacks offer. You won't use these attacks much when grouping, so enjoy them when you're solo.

GROUP QUESTING AT 40+

When grouping, the Swashbuckler should not use the plus-hate attacks or your PBAE unless the group wants you to use them. Your plus-hate attacks run the risk of drawing your foes off the main tank and onto you, which does nothing for the group except cause your allies to take a beating. Follow the same

basic fighting standards that you use when soloing minus the PBAEs and you will enjoy high DPS and a happy group. Use mesmerize if needed, but concentrate on your quick attacks, debuffing the mob as often as you can.

First and foremost you're in a group for added DPS, but your group invisibility and Escape skills keep the group happy when they are needed.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Spurious Bravado	60	Coin	2 sec.	30 sec.	—	Grants the Swashbuckler a chance to become overconfident with bravado when engaging in melee combat. While under the Bravado proc effect, the Swashbuckler's attack rate and hate generation is increased. The Bravado proc effect can stack multiple times, increasing attack rate and hate generation. However, if the Swashbuckler takes any damage, then all Bravado proc effects end (not the original maintained augmentation).
Elude	60	Coin	0.2 sec.	20 sec.	10 m	Reduces the target's hate toward the Scout.
Agile Slashing	60	Cloak	0.5 sec.	0 sec.	—	Increases defense, parry, and physical damage mitigation while reducing the offensive melee skills and combat attack damage of the Swashbuckler. This is the Swashbuckler's primary defensive stance.
Avoid Censure	59	Mask	3 sec.	0 sec.	—	Allows the Swashbuckler to concentrate on not drawing attention from enemies, granting a chance to lower an enemy's hate toward the Swashbuckler with each hit.
Lung Puncture	58	Cloak	0.5 sec.	30 sec.	5 m	A melee attack from behind that punctures the target's lungs, causing severe impairment to their offensive melee and casting skills.
Gaudy Strike	58	Dagger	0.5 sec.	30 sec.	5 m	An offensive attack that causes increased hate toward the Swashbuckler. If it strikes, the Swashbuckler cripples target's Intelligence.
Devious Blade	58	Dagger	0.5 sec.	1 min.	5 m	An attack that enrages the target, causing the next person it attacks to generate much more hate for a short duration.
Arctic Blast	58	Bow	1 sec.	30 sec.	30 m	Two precise throwing attacks that deal cold damage. If one of these attacks misses, the successive ones will miss automatically. If all attacks hit, the target becomes snared. This requires a ranged throwing weapon.
Razor Point	57	Dagger	0.5 sec.	20 sec.	5 m	An attack from the side or front that deals medium damage. If it hits, it cripples target's ability to parry.
Dazzling Steel	57	Dagger	0.5 sec.	10 sec.	5 m	A quick attack that lowers the target's combat attack damage.
Lucky Ruse	56	Dagger	1 sec.	30 sec.	5 m	An attack that strikes all enemies surrounding the Swashbuckler.
Fury of Blades	56	Dagger	0.5 sec.	30 sec.	5 m	Three quick attacks. If one of these attacks misses, the successive ones will miss automatically. If all attacks hit, target's physical damage resistance is decreased.
Hail of Steel	55	Bow	Instant	30 sec.	30 m	Fires a steady stream of thrown weapons at a target. To maintain this effect, the Swashbuckler forgoes normal ranged attacks and combat arts and must be rooted in place. This ability can be toggled to end early if needed.
Battleweaver	55	Mask	1 sec.	30 sec.	—	Increases the Agility of the Swashbuckler and increases the effectiveness of all combat arts used by the Swashbuckler.
Audacious Advance	55	Mask	0.5 sec.	0 sec.	—	Increases offensive skills at the cost of the Rogue's Defense and Parry skill. This ability also grants the Rogue a chance to interrupt with additional piercing damage with each successful attack. This is the Rogue's primary offensive stance.
Ingenious Finesse	54	Coin	1 sec.	5 min.	—	Increases the combat attack damage and speed of the Swashbuckler.
Disarming Leer	54	Coin	2 sec.	30 sec.	5 m	Mesmerizes a single target and removes it from being affected by area-of-effect spells for a short duration. Upgrades to this ability decrease the chance to resist the duration of this effect.
Uncanny Reflexes	53	Dagger	0.5 sec.	30 sec.	5 m	Two precise quick attacks. If one of these attacks misses, the successive ones will miss automatically.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Pillage	52	Dagger	0.5 sec.	30 sec.	5 m	An attack from behind that deals great damage and decreases the target's Agility.
Hurricane	52	Mask	2 sec.	5 sec.	—	Grants the Swashbuckler a chance to attack all enemies in a frontal arc with every normal combat attack. Upgrades to this combat art increase the percentage.
Admonish	52	Mask	0.2 sec.	15 sec.	10 m	Infuriates the target toward the Swashbuckler, increasing hate toward the Swashbuckler, interrupting them, and dispelling magic and mental-based benefits on the target.
Hangman's Noose	51	Cloak	0.5 sec.	20 sec.	15 m	Severely decreases target's resistance to magic, divine, and slows target's movement speed for a short time. The slow effect has a chance to break each time the target is attacked.
Weapon Blur	50	—	1 sec.	10 sec.	—	A Swashbuckler can move a weapon so fast, it seems they can distort the very air around it.
Inspired Daring	50	Coin	2 sec.	3 min.	—	Inspired Daring grants the Swashbuckler an opportunity to strike for additional piercing damage with every melee attack for 13 seconds.
Disable	50	Cloak	0.5 sec.	10 sec.	5 m	Deals damage and snares target on a successful hit.
Deriding Chicanery	50	Coin	0.5 sec.	10 sec.	5 m	Decreases target's defense and Wisdom.

Professions: Priest

PRIEST: CLERIC— INQUISITOR

INQUISITOR PROS AT 40+

1. Inquisitors have one of the highest armor values among the Priest classes with their ability to wear heavy armor.
2. Inquisitors continue to excel in healing damage as it is received with Woeless Penance and Benign Diatribe.
3. Inquisitors can also assist with crowd control through the use of their Incarcerate spell. Imprison those extra foes until you're ready for them!
4. Inquisitors can resurrect fallen allies regardless of their combat status.
5. Inquisitors can drain power from a foe and have some of that power returned to the Inquisitor through the use of the Chilling Inquest spell.

INQUISITOR CONS AT 40+

1. Inquisitors do not receive any spells that allow them to change their forms like Druids and Shamans do.
2. Inquisitors are evil-aligned Clerics and are restricted to characters who have chosen to live in the city of Freeport.

3. Inquisitors do not deal a high amount of melee damage, instead they must rely on efficient use of their spells and Heroic Opportunities when soloing.
4. Inquisitors are not a pet class. Their only companions are those they invite to group with them.
5. As a healing class, you may find yourself getting more group invitations than you can handle. Be polite when declining additional invitations from groups looking for a healer.

ABILITY HIGHLIGHTS

Sentence: This spell decreases all resistances of the target enemy. This can be extremely useful in a group with a variety of casters or against a foe with particularly high resistances.

Incarcerate: This spell prevents movement and stifles an enemy in place until further hostile actions are taken. This is an excellent way for Inquisitors to assist with crowd control in encounters with multiple enemies.

Chilling Inquest: This is an extremely useful spell to keep the Inquisitor's power pool filled each time a successful attack or spell is completed. Cast it on an ally with frequent melee or spell attacks to get the most benefit from this spell.

Fanatic's Faith: This spell increases the group's arcane resistance and health pool. Inquisitors use this to benefit their groups when adventuring with others.

Heretic's Doom: This spell deals instant heat damage to an enemy's allies when that enemy is slain. This is a very useful spell in encounters with multiple enemies.

Convert: Whenever the Inquisitor casts a beneficial spell on an ally, that ally receives additional health replenishment. A small amount of power is drained from the Inquisitor each time this effect triggers. This is a nice spell to keep in use to boost the healing power of the Inquisitor.

Fervent Focus: Purges all control effects from the Inquisitor. Control spells include stun, root, stifle, and fear. Casting this spell is not impaired by any control effects. Don't be the healer stuck in a box by enemies reacting to your healing spells! This is a great spell to free up the Inquisitor to continue performing as a party healer.

Heresy: This spell is a curse that inflicts divine damage and knocks down the creature responsible for healing the target of the curse for up to 10 triggers. Epic targets are unaffected by the knockdown effect. Definitely use this spell in encounters where you have both melee and healing enemies.

SOLO QUESTING AT 40+

Solo Inquisitors should use their buffs and debuffs effectively. A good place to start is with Consecrated Aura, which increases your health pool and combat attack damage. Inquisitors should cast Chilling Inquest on themselves to receive power from every successful attack they make or spell they cast. Use Woeful Penance to keep your health up during combat and supplement with direct heals as needed. For an encounter with multiple enemies, Heretic's Doom is a must. Concentrate on completing Heroic Opportunities to increase your damage through spells.

GROUP QUESTING AT 40+

Inquisitors are more offensive than their Templar counterparts. Beyond filling their role as a healer, most Inquisitors in a group will be debuffing their enemies. Sentence is a great spell to use in a group with other casters, as it lowers all resistances on the target. Incarcerate is useful for helping to control encounters with multiple enemies. Use Chilling Inquest on an ally with frequent attacks to gain a boost to your power pool while draining the enemy's power. Inquisitors also have a couple of useful augmentation spells so don't overlook spells such as Fanatic's Faith, which increases the group's health and arcane resistance. Convert is another useful group spell that significantly boosts the Inquisitor's healing power.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Litany of Anguish	60	Hammer	2 sec.	16 sec.	25 m	Interrupts and deals instant divine damage to the target and nearby encounter members.
Fanatical Healing	60	Chalice	3 sec.	8 sec.	20 m	Replenishes a large amount of target ally's health.
Compelled Repentance	60	Eye	2 sec.	20 sec.	25 m	An impairment on an opponent that grants a chance to counterattack when the opponent successfully attacks an ally. This debuff will expire after 3 triggers.
Ruthless Invocation	59	Hammer	2 sec.	25 sec.	30 m	Deals instant divine damage to target enemy and stifles them, preventing them from casting spells or combat arts for a short duration as long as they don't receive additional damage.
Chilling Inquest	59	Holy Symbol	2 sec.	9 sec.	25 m	An augmentation placed on an ally that grants them a chance at draining power from the target with every successful spell or attack, and returning a portion of this power back to the Inquisitor. This spell does not require any concentration, but can only be maintained on a single ally.
Fanatic's Faith	58	—	3 sec.	10 sec.	50 m	A group augmentation that increases the arcane resistance and health pool of the Inquisitor's group. The arcane resistance protects more against mental than divine and magic.
Convert	58	Holy Symbol	2 sec.	5 sec.	—	Whenever the Inquisitor casts a beneficial spell on an ally, that ally receives additional health replenishment. A small amount of power is drained from the Inquisitor each time this effect triggers.
Consecrated Aura	58	Eye	3 sec.	4 sec.	10 m	An augmentation that increases the health pool and combat attack damage of the Inquisitor's ally.
Fanatical Vengeance	57	Eye	2 sec.	15 sec.	25 m	An impairment that deals instant divine damage when the target successfully attacks, for up to 5 attacks.
Devout Ministration	57	Chalice	2 sec.	4 sec.	20 m	Instantly heals some of target ally's health.
Devoted Flagellant	56	Eye	2 sec.	20 sec.	20 m	Cures arcane and elemental impairments on the Inquisitor's group.
Derisive Alleviation	56	Moon	3 sec.	6 sec.	10 m	Heals all allies near the Inquisitor.
Benign Diatribe	56	Chalice	5 sec.	15 sec.	25 m	A group augmentation that heals an ally when they are attacked, and has a limited number of heals before expiring.
Improved Digression	55	Hammer	0.5 sec.	5 min.	5 m	Reduces the hate of all enemies near the Inquisitor and stuns them for a short duration.
Heretic's Doom	55	Moon	2 sec.	15 sec.	25 m	An impairment that deals instant heat damage to the enemy's allies when the enemy is slain.
Fervent Focus	55	Holy Symbol	Instant	1.5 min.	—	Purges all control effects from the Inquisitor. Control spells include stun, root, stifle, and fear. Casting this spell is not impaired by any control effect.
Exoneration	55	Holy Symbol	0.2 sec.	10 min.	20 m	If target ally receives damage that would be fatal, that ally is healed instead and their maximum health is increased. This spell cannot be interrupted, does not require any power, and has a very fast casting time.
Woeful Penance	54	Chalice	2 sec.	6 sec.	20 m	Augmentation that heals an ally when they are attacked, and has a limited number of heals before expiring.
Scourge	53	Hammer	1 sec.	8 sec.	30 m	An impairment that decreases the mental resistance of the target while dealing mental damage over time.
Incarcerate	53	Hammer	2 sec.	6 sec.	25 m	Prevents your enemy from movement and stifles them in place for a short duration. Further hostile actions taken against this enemy have a chance to break this spell.
Sentence	52	Eye	2 sec.	9 sec.	25 m	An impairment that decreases all resistances of target enemy.
Heresy	52	Holy Symbol	2 sec.	15 sec.	30 m	A curse that inflicts divine damage and knocks down the target whenever they cast a beneficial spell, for up to 5 triggers. Epic targets are unaffected by the knockdown effect.
Purifying Flames	51	Hammer	2 sec.	15 sec.	30 m	Deals heat damage over time to the Inquisitor's enemy.

TABLE CONTINUED ON NEXT PAGE

Arts (Continued)						
Art	Level	HO Icon	Cast Time	Recast	Range	Description
Zealotry	50	Holy Symbol	1 sec.	0 sec.	50 m	A group augmentation that increases the attack speed and Intelligence of the Inquisitor's group. It costs power over time to maintain the spell and the Inquisitor is stunned, but the spell can be toggled off early if desired.
Conversion of the Soul	50	Eye	4 sec.	2 min.	10 m	Resurrects a fallen ally, replenishing a greater than normal amount of power on them and removing any effects of resurrection sickness. This spell can be cast during combat, but must be cast within touch range of that ally.

INQUISITOR VS. TEMPLAR

Looking simply at healing ability, the Inquisitor and Templar are almost identical. Looking beyond their primary role as a group healer however, there are several differences between the two. Most Templar spells deal and protect against magic and divine damage. Inquisitor spells deal and protect mostly against mental damage. Templars in general have a greater number of augmentation spells while Inquisitors have a greater number of impairment spells. Templars are restricted to Clerics living in Qeynos while Inquisitors are restricted to those living in Freeport.

PRIEST: CLERIC— TEMPLAR

TEMPLAR PROS AT 40+

1. Templars have one of the highest armor values among the Priest classes with their ability to wear heavy armor.
2. Templars continue to excel in healing damage as it is received, using Grand Intercession and Fateful Intercession.
3. Templars can deal additional damage to undead creatures.
4. Templars can resurrect fallen allies regardless of their combat status.
5. Templars receive a Symbol line of spells that significantly increases the health pools of their groups.

TEMPLAR CONS AT 40+

1. Templars do not receive any special spells that allow them to alter their forms like Druids and Shamans do.
2. Templars are good-aligned Clerics and are restricted to characters who have chosen to live in Qeynos.
3. Templars do not deal a high amount of melee damage, instead they must rely on efficient use of their spells and Heroic Opportunities when soloing.

4. Templars are not a pet class. Their only companions are those they invite to group with them.
5. As a healing class, you may find yourself getting more group invitations than you can handle. Be polite when declining additional invitations from groups looking for a healer.

ABILITY HIGHLIGHTS

Consecrated Strike: This spell deals instant divine damage to an enemy and additional damage if that enemy is undead. Templars should keep this spell handy when adventuring through one of Norrath's many dungeons occupied by undead creatures.

Pious Redoubt: This spell is an excellent choice for the tank in your group, as it increases your ally's health pool and melee offensive skills.

Unyielding Benediction: Templars should consider using this either on themselves when solo or on the tank when grouped. This spell grants an ally a chance to absorb physical damage attacks.

Mark of the Celestial: This spell acts like a reverse damage shield. The Templar casts this spell on an enemy and whenever that enemy is successfully struck in melee combat by an ally, that ally has a chance to be healed over time. This is a great way to keep health levels of a group up, especially if most of them are melee classes. Also use this spell to counter enemies that use a damage shield by negating some of the damage taken when your allies strike the damage shield.

Divine Arbitration: This spell equalizes the health totals of all group members. It can be a very effective means of saving allies that are very low on health.

Sanctuary: This is a group augmentation that prevents the group from being affected by control spells for a short duration. This is a useful spell to negate enemies that root, stifle, pacify, stun, or fear.

Soothe: This spell soothes the target creature. This effect prevents it from responding to nearby aggression outside of its own encounter, but it will respond to hostile actions taken upon it. This spell is useful for controlling aggro from wandering creatures that may happen upon an encounter you're already engaged in.

SOLO QUESTING AT 40+

Solo Templars should play to their strengths. Areas with a large number of undead creatures are ideal for Templars, so keep that in mind when choosing a hunting ground.

Before initiating combat, Templars should use their best defensive spells to prepare themselves. Use Pious Redoubt to increase your health pool and melee offensive skills. Use Grand Intercession to help replenish your hit points when you get attacked. Force Submission is a great spell to stun and interrupt enemy spell casters. Use Consecrate to deal continual divine damage to any enemies that approach you. Focus on completing Heroic Opportunities to increase your damage through spells, and soloing as a Templar will be fairly straightforward.

GROUP QUESTING AT 40+

Templars fit nicely into a group environment. Beyond keeping the group alive with healing spells, Templars should focus on increasing the efficiency of the group through augmentation spells. Fateful Intercession is a useful spell that heals your allies as they are attacked. The highly desirable Symbol of Naltron increases the group's health and arcane resistance. Mark of the Celestial is another great spell to use, especially in a group with many melee characters, because it heals your allies whenever they successfully attack a foe this spell has been cast upon.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Mark of the Celestial	60	Eye	2 sec.	9 sec.	25 m	Impairment that is cast on an opponent that decreases their divine resistance and has a chance to heal over time an ally that successfully attacks this opponent in melee.
Grand Restoration	60	Chalice	3 sec.	11.5 sec.	20 m	Replenishes a large amount of target ally's health.
Blaze of Faith	60	Hammer	3 sec.	16 sec.	10 m	Deals instant divine damage to the target and nearby encounter members.
Unyielding Benediction	59	Holy Symbol	2 sec.	10 sec.	10 m	An augmentation that grants an ally the chance to absorb a physical damage attack whenever they are struck in combat. This spell does not require any concentration, but can only be maintained on a single ally.
Judging Smite	59	Hammer	2 sec.	3 sec.	30 m	Deals instant divine damage to target enemy and pacifies them, preventing them from attacking in combat for a short duration as long as they don't receive additional damage.
Symbol of Naltron	58	—	3 sec.	10 sec.	50 m	A group augmentation that increases the arcane resistance and health pool of the Templar's group. The arcane resist protects more against divine and magic than mental.
Holy Redoubt	58	Eye	3 sec.	4 sec.	10 m	An augmentation that increases the health pool and melee offensive skills of the Templar's ally.
Grand Amelioration	57	Chalice	2 sec.	6 sec.	20 m	Instantly heals some of target ally's health.
Aegis of Faith	57	Holy Symbol	2 sec.	2 min.	25 m	A group augmentation that places a protective barrier over the Templar's group that increases arcane resistance and wards arcane sources of damage for a limited duration.
Words of Atonement	56	Moon	3 sec.	9 sec.	10 m	Heals all allies near the Templar.
Fateful Intercession	56	Chalice	5 sec.	15 sec.	25 m	A group augmentation that heals an ally when they are attacked, and has a limited number of heals before expiring.
Ardent Resolve	56	Holy Symbol	2 sec.	20 sec.	20 m	Cures arcane and trauma impairments on the Templar's group.
Sanctuary	55	Holy Symbol	2 sec.	3 min.	20 m	A group augmentation that prevents the group from being affected by control spells for a short duration. Control spells include any type of stun, root, stifle, pacify, and fear. This spell has a 1% chance to break every time damage is received.
Greater Harmony	55	Hammer	0.5 sec.	5 min.	5 m	Pacifies all enemies near the Templar, preventing them from making normal combat attacks, and reduces their hate toward the Templar. Any hostile actions taken on them will break the pacify effect.
Faithful Salvation	55	Holy Symbol	0.2 sec.	10 min.	20 m	If target ally receives damage that would be fatal, that ally is healed instead and their physical resistance is increased. This spell cannot be interrupted, does not require any power, and has a very fast casting time.
Divine Praetorate	54	Moon	2 sec.	10 sec.	20 m	An augmentation that increases the Strength and Wisdom of the Templar's ally. This spell does not require any concentration, but can only be maintained on a single ally.
Grand Intercession	54	Chalice	2 sec.	6 sec.	20 m	Augmentation that heals an ally when they are attacked, and has a limited number of heals before expiring.
Force Submission	53	Moon	3 sec.	30 sec.	25 m	Stuns an opponent for a short duration.
Consecrated Strike	53	Hammer	2 sec.	8 sec.	30 m	Deals instant divine damage to target enemy. If the target is undead, it receives additional divine damage.
Admonishment	52	Eye	2 sec.	9 sec.	25 m	Impairment that reduces the physical damage resistance of the target.
Warring Conviction	51	Moon	2 sec.	15 sec.	30 m	Deals divine damage over time to the target.
Resurrect	50	Eye	4 sec.	2 min.	1 m	Resurrect a fallen ally, replenishing all health and removing any effects from resurrection sickness. This spell can be cast during combat, but must be cast within touch range of that ally.
Focused Benefaction	50	Chalice	1 sec.	2.5 sec.	20 m	An augmentation that greatly heals an ally when they are attacked, and has a limited number of heals before expiring. It costs power over time to maintain the spell and the Templar is immobilized, but the spell can be toggled off early if desired.

PRIEST: DRUID—FURY
FURY PROS AT 40+

1. Furies can grant invisibility to their party through the use of the spell Untamed Shroud.
2. Furies have the unique ability to turn into a predatory lion, becoming a more powerful lion as they level and receive upgrades to their lion form spell.
3. Furies can resurrect fallen allies regardless of their combat status.
4. Furies can deal additional damage to elemental creatures.
5. Furies excel at healing as they have the fastest casting direct heals among the Priest classes. They also have effective heal-over-time spells.

FURY CONS AT 40+

1. Furies continue to fall behind the Cleric and Shaman classes where armor is concerned. Furies are restricted to wearing light armor.
2. Similar to all Priest subclasses, Furies do not deal a high amount of melee damage. Furies should maximize damage spells and Heroic Opportunities, especially when soloing.
3. Furies are not a pet class. Their only companions are those they invite to group with them.
4. As a healing class, you may find yourself getting more group invitations than you can handle. Be polite when declining additional invitations from groups looking for a healer.

ABILITY HIGHLIGHTS

Waterspout: This useful spell deals cold damage and additional damage to elementals. This spell is even more useful when used alongside a Warden that lowers, in particular, the enemy's resistance to cold damage.

Bestial Feast: This is a great spell to use in a group as it heals your allies over time and then raises their Strength and Stamina when the target mob dies.

Untamed Veil: This very nice utility spell allows Furies to grant invisibility to their group.

Ferine Shroud: Use this when grouped to increase combat health regeneration and mitigation of physical damage for group members.

Ferine Vim: Use this augmentation on casters in the group because it increases the Intelligence and power pool of an ally.

Back into the Fray: This spell replenishes target ally's health. If target ally is under 50 percent health, the amount replenished is doubled. Double your healing power by casting it on allies that are especially low on health.

Hibernation: This spell is a delayed group heal. It's very power effective, but there is a 10-second casting time attached. Plan accordingly when using this heal spell.

Ring of Fire: This summons a ring of fire around the Fury. Heat damage is continually inflicted to any enemies within the ring. It's a great spell to use during encounters with multiple enemies!

SOLO QUESTING AT 40+

Furies perform well solo with their ability to heal themselves and raise their offensive skills. Furies should use Incomparable Predator, ThornsSkin, and Primal Fury. Lion form gives a significant boost to the Fury's health, power, and armor as well as granting the ability to see invisible creatures. ThornsSkin and Ring of Fire are damage shields that really add up after a while, especially in encounters with more than one attacker. Primal Fury increases Strength and Agility, but it also grants a chance at increased attack speed and combat damage that couples well with lion form. Killing Swarm is a good damage spell to consider as it deals divine damage over time and lowers the target's defense.

GROUP QUESTING AT 40+

Furies are an invaluable addition to groups with their ability to heal party members as well as contribute useful buffs that increase the party's overall efficiency. Consider using Bestial Feast on foes to provide the group a slight heal over time and increase the group's Strength and Stamina when the foe dies. Ferine Shroud is another group-friendly spell that increases health regeneration and physical damage mitigation while in combat. If you find yourself in a group with a lot of casters, using Primal Spirit raises the Wisdom and Intelligence of the group and increases power pools.



Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Starnova	60	Hammer	4 sec.	20 sec.	25 m	Deals instant heat damage to the target and all other nearby encounter members.
Primal Spirit	60	Holy Symbol	3 sec.	10 sec.	50 m	A group augmentation that increases the Intelligence and Wisdom of the Fury's group.
Nature's Elixir	60	Chalice	1.5 sec.	8.5 sec.	20 m	Replenishes a large amount of target ally's health.
Ferine Shroud	60	—	3 sec.	10 sec.	50 m	Increases in-combat health regeneration and mitigation vs. all physical damage.
Killing Swarm	59	Hammer	1 sec.	4 sec.	30 m	Deals divine damage over time to the target and lowers their defense.
Spirit of the Hunt	58	—	3 sec.	10 sec.	50 m	A group augmentation that increases the elemental resistance and health pool of the Fury's group. The elemental resistance protects more against heat than cold.
Hibernation	58	Holy Symbol	1 sec.	10 sec.	25 m	Replenishes the group's health after a short period of time has passed.
Ferine Vim	58	Moon	3 sec.	4 sec.	10 m	An augmentation that increases the Intelligence and power pool of an ally.
Wild Salve	57	Chalice	1 sec.	5 sec.	20 m	Instantly heals some of target ally's health.
Bestial Feast	57	Eye	2 sec.	9 sec.	25 m	An impairment placed on the target that heals the Fury's group over a period of time and increases the group's Strength and Stamina when that target dies.
Owl's Grace	56	Moon	3 sec.	12 sec.	10 m	Replenishes health over time for a short duration to the Druid's group.
Lethal Abolishment	56	Eye	2 sec.	20 sec.	20 m	Cures elemental and noxious impairments on the Fury's group.
Cry of the Untamed	56	Moon	1.5 sec.	7.5 sec.	10 m	Heals all allies near the Fury.
Seizing Thorns	55	Hammer	0.5 sec.	5 min.	5 m	Snares and stifles all enemies near the Fury and reduces their hate toward the Fury. Any hostile actions taken on them have a chance at breaking this effect.
Ring of Fire	55	Holy Symbol	2 sec.	30 sec.	20 m	Summons a ring of fire around the Fury. Heat damage is continually inflicted to any enemies within the ring.
Feral Vehemence	55	Eye	0.2 sec.	10 min.	20 m	If target ally receives damage that would be fatal, that ally is healed over time and their Agility is increased. This spell cannot be interrupted, does not require any power, and has a very fast casting time.
Untamed Bloodflow	54	Eye	2 sec.	5 sec.	20 m	Heals a large amount of target ally's health over time for a short duration.
Primal Fury	54	Holy Symbol	2 sec.	5 sec.	10 m	An augmentation that increases Strength and Agility and grants the chance for increased attack speed and combat attack damage in combat of an ally. This spell does not require any concentration, but can only be maintained on a single ally.
Waterspout	53	Hammer	2 sec.	8 sec.	30 m	Deals cold damage over time to an opponent. Deals extra damage to elementals.
Thornskin	52	Eye	1 sec.	0 sec.	10 m	An augmentation placed on the Fury's ally that deals instant piercing damage to any attacker of that ally and all enemies nearby the attacker. This spell does not require any concentration, but can only be maintained on a single ally.
Back into the Fray	52	Holy Symbol	1.5 sec.	6 sec.	20 m	Replenishes target ally's health. If target ally is under 50% health, the amount replenished is doubled. This spell cannot be cast on the Fury.
Bolt of Storms	51	Hammer	3 sec.	15 sec.	30 m	Instantly deals a significant amount of magic damage to a target.
Primeval Awakening	50	Eye	4 sec.	2 min.	10 m	Resurrects a fallen ally and shapechanges them into a treant, granting increased offensive casting techniques, Intelligence, Focus, and power over time replenishment. After the shapechange effect expires, the ally will get resurrection sickness. This spell can be used in combat.
Porcupine	50	Holy Symbol	1 sec.	2.5 sec.	20 m	An augmentation cast on the Fury's ally that greatly increases the ally's resistances and causes all attackers of that ally instant divine damage. It costs power over time to maintain the spell and the Fury is stunned, but the spell can be toggled off early if desired. This spell can expire early if the porcupine effect triggers 25 times.

FURY VS. WARDEN

Wardens and Furies are comparable when looking solely from a healing point of view, but subtle differences distinguish one from the other. Wardens excel in dealing and protecting against cold damage. Wardens also focus on defensive spells for their allies.

Furies excel in dealing and protecting against heat damage. Most of a Fury's group spells increase the offensive abilities of their allies.

Both professions have unique abilities as well. Wardens can evacuate their group to a safe area in their current adventuring zone. Furies can grant invisibility to their entire group.

**PRIEST: DRUID—
WARDEN**
WARDEN PROS AT 40+

1. Wardens can quickly teleport all party members to a safe area in the current adventuring zone through the use of Verdurous Journey.
2. Wardens have the unique ability of turning into a wolf, becoming a more powerful wolf as they level and receive upgrades to their wolf form spell.
3. Wardens can resurrect fallen allies regardless of their combat status.
4. Wardens can deal additional damage to elemental creatures.
5. Wardens excel at healing through the use of heal-over-time spells such as Wild Growth and Wild Chlorostorm.

WARDEN CONS AT 40+

1. Wardens continue to fall behind the Cleric and Shaman classes where armor is concerned. Wardens are restricted to wearing light armor.
2. Similar to all Priest subclasses, Wardens do not deal a high amount of melee damage. Maximize the use of your damage spells and Heroic Opportunities, especially when soloing.
3. Wardens do not deal a high amount of melee damage, instead they must rely on efficient use of their spells and Heroic Opportunities when soloing.
4. Wardens are not a pet class. Their only companions are those they invite to group with them.
5. As a healing class, you may find yourself getting more group invitations than you can handle. Be polite when declining additional invitations from groups looking for a healer.

ABILITY HIGHLIGHTS

Sandstorm: This can be a very useful spell to help control a large battle by increasing your group's defense while having a chance at stunning attacking enemies, thus reducing considerably the amount of damage your group takes.

Hoarfrost: A basic cold damage spell, it deals additional damage to elementals.

Natural Instinct: This spell increases all offensive skills of an ally. Use it on yourself when soloing or on the Fighters and Scouts in your party to increase the damage they give out to your enemies.

Aspect of the Hawk: This spell increases the Wisdom and power pool of an ally. Consider using this to help those in your group that may need a little power aid.

Winds of Arctic Cold: This spell deals cold damage to the target and all nearby enemies. Use this spell with some other classes that have similar area effect spells to quickly clean up a group of enemies.

Nature's Ally: This summons a pack of wolves on the Warden's target. This is an extremely fun spell to use and also does considerable damage with a pack of four level-50 wolves attacking your target.

Protecting Grove: This summons a protective grove around the Warden. Any allies within the grove gain health over time. This is a nice spell to heal your group and it actually plants a tree near the Warden to show the area of the spell.

Tunare's Watch: If any group member receives damage that would be fatal, that ally is healed instead and their Wisdom is increased. It's similar to the Nature's Reprieve and Respite spells, but it works for any group member who receives fatal damage—useful if you have more than one party member on the brink of death!

SOLO QUESTING AT 40+

Wardens are a capable solo class. They can preserve themselves during combat through the use of their buffs and healing spells. The solo tactics of a Warden are similar to those learned early on. The only difference is the addition of more powerful spells and abilities that replace old abilities that have been outgrown.

Consider combining Wintry Cold with Hoarfrost and Winter's Sting. Wintry Cold deals cold damage as well as reducing elemental damage resistance of the target, making it easier to land your next cold damage spells such as Hoarfrost and Winter's Sting. Hoarfrost deals additional damage to elemental creatures, so tailor your choice of cold spells based on what you encounter.

Steward of the Forest and Natural Instinct are a good combination of buffs to consider when soloing as well because they boost the Warden's health, power, armor, and offensive abilities. With the reasonably fast reuse timer on Nature's Ally, you can use this spell at least once per encounter and it does a nice amount of damage.

GROUP QUESTING AT 40+

Wardens thrive in a group setting with their ability to keep a group alive and to increase the defensive and offensive abilities of party members. Beyond using the staple heals to keep everyone in good health, consider using Tranquilizing Spores on the main tank to heal an ally as they take damage. Use Thorncoat on the main tank to deal additional damage to multiple enemies.

If you have melee classes in the group, then Natural Instinct is a good choice to raise the offensive skills of your allies. On the other hand, if you have casting classes in the group, consider using Aspect of the Hawk to increase their Wisdom and power pool. Wardens can deal damage indirectly by increasing the damage output of their friends. Wardens continue to be a valuable healing class with many useful skills to benefit a group. Consider using Protecting Grove frequently to replenish the health of your entire group. You won't have any trouble exploring new lands as a Warden!

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Winds of Arctic Cold	60	Moon	3 sec.	16 sec.	25 m	Deals instant cold damage to an enemy and nearby encounter members.
Verdant Bliss	60	Chalice	3 sec.	10 sec.	20 m	Replenishes a large amount of target ally's health, and replenishes their health over time for a short duration.
Benediction of the Wild	60	—	3 sec.	10 sec.	50 m	A group augmentation that increases the Agility and Wisdom of the Warden's group.
Winter's Sting	59	Hammer	2 sec.	3 sec.	30 m	Deals instant cold damage to an enemy.
Sandstorm	59	Chalice	2 sec.	30 sec.	25 m	A group augmentation which increases defense and grants a chance that any enemy attacking an ally in melee will be stunned for a short duration. To maintain this spell, the Warden must continually pay a power upkeep and remain stationary in place.
Protecting Grove	58	Moon	2 sec.	30 sec.	20 m	Summons a protective grove around the Warden. Any allies within the grove gain health replenishment over time. This spell has a small recurrent power cost.
Essence of the Great Bear	58	—	3 sec.	10 sec.	50 m	A group augmentation that increases the elemental resistance and health pool of the Warden's group. The elemental resistance protects more against cold than it does heat.
Aspect of the Hawk	58	Moon	3 sec.	4 sec.	10 m	An augmentation that increases the Wisdom and power pool of an ally.
Sylvan Streams	57	Chalice	1.5 sec.	5 sec.	20 m	Instantly heals some of target ally's health, and replenishes their health over time for a short duration.
Exaltation of the Untamed	57	Holy Symbol	2 sec.	2 min.	50 m	A group augmentation that places a protective barrier over the Warden's group that increases elemental resistance and wards elemental sources of damage for a limited duration.
Winds of Healing	56	Moon	2.5 sec.	7.5 sec.	10 m	Heals all allies near the Warden, and replenishes their health over time for a short duration.
Wild Chlorostorm	56	Eye	3 sec.	12 sec.	10 m	Replenishes health over time for a short duration to the Warden's group.
Verdant Whisper	56	Moon	2 sec.	20 sec.	20 m	Cures elemental and trauma impairments on the Warden's group.
Silver Sylph	55	Hammer	0.5 sec.	5 min.	5 m	Roots all enemies near the Warden and reduces their hate toward the Warden. Any hostile actions taken on them have a chance at breaking the root effect.
Nature's Respite	55	Eye	0.2 sec.	10 min.	20 m	If target ally receives damage that would be fatal, that ally is healed instead over time and their Wisdom is increased. This spell cannot be interrupted, does not require any power, and has a very fast casting time.
Nature's Ally	55	Moon	2 sec.	1 min.	35 m	Summons a pack of wolves on the Warden's target.
Natural Instinct	54	Moon	2 sec.	9 sec.	10 m	Augmentation cast by the Warden that greatly increases all offensive skills of an ally. This spell does not require any concentration, but can only be maintained on a single ally.
Wild Growth	54	Eye	2 sec.	5 sec.	20 m	Heals a large amount of target ally's health over time for a short duration.
Hoarfrost	53	Hammer	2 sec.	8 sec.	30 m	Deals instant cold damage to an enemy. Additional damage is done to elemental enemies.
Tunare's Watch	52	Eye	0.2 sec.	5 min.	25 m	If any group member receives damage that would be fatal, that ally is healed instead and their Wisdom is increased. This spell cannot be interrupted, does not require any power, and has a very fast casting time.
Thorncoat	52	Eye	1 sec.	0 sec.	10 m	An augmentation placed on the Warden's ally that deals instant piercing damage to any attacker of that ally. This spell does not require any concentration, but can only be maintained on a single ally.
Wintry Cold	51	Hammer	1 sec.	24 sec.	30 m	Deals cold damage over time and decreases the elemental resistance of the target.
Reincarnation	50	Eye	4 sec.	2 min.	10 m	Resurrects a fallen ally and shapechanges them into a wolf, granting increased attributes, attack speed, combat attack damage, offensive melee skills, and health regeneration. After the shapechange effect expires, the ally will get resurrection sickness. This spell can be used in combat.
Hierophantic Genesis	50	Moon	1 sec.	2.5 min.	20 m	Replenishes a large amount of health over time. The Warden is stunned as long as the spell is maintained, but the spell can be toggled off early if desired.

PRIEST: SHAMAN— DEFILER

DEFILER PROS AT 40+

1. Defilers have the unique ability of turning into a wraith-like form, becoming a more powerful wraith as they level and gain upgrades to their wraith form spell.

2. Defilers continue to excel as healers by preventing damage from reaching their allies through the use of increasingly powerful regenerative wards.
3. Defilers can help control encounters with multiple opponents through the use of their fear spells.
4. Defilers fall between Druids and Clerics when it comes to armor class. With their ability to wear medium armor, they have a higher armor rating than Druids, but not as high as Clerics.

5. Defilers can resurrect fallen allies regardless of their combat status.

DEFILER CONS AT 40+

1. Defilers are evil-aligned Shamans and restricted to characters who have chosen to live in Freeport.
2. Defilers do not have the best armor class among the Priest classes, falling behind Clerics who can wear heavy armor.

- Defilers do not deal a high amount of melee damage, instead they must rely on efficient use of their spells and Heroic Opportunities when soloing.
- Defilers are not a pet class. Their only companions are those they invite to group with them.
- As a healing class, you may find yourself getting more group invitations than you can handle. Be polite when declining additional invitations from groups looking for a healer.

ABILITY HIGHLIGHTS

Bane of Guarding: When this curse is placed on an enemy, it causes them to sometimes ward the target against the enemy's hostile spells and attacks. Talk about turning the tables on your foe!

Portent: This spell increases the health and power pool of an ally. Definitely a desirable buff either for the solo Defiler or for allies in a group.

Dire Invective: This spell is an augmentation placed on an ally. It has a chance to deal disease damage over time and place an impairment that does additional disease damage each time the attacked opponent consumes power. The secondary effect of this spell is a great way to punish opponents that use a lot of special attacks or spells.

Rapacity: This augmentation spell increases the Strength and maximum health of the Defiler's group. This is a must-have spell for the grouping Defiler.

Forced Cannibalize: Does divine damage over time to the target opponent and converts a portion of this damage into power for the Defiler. This is a much better solution than cannibalizing yourself, so use this spell freely whenever you need additional power!

Maelstrom of Dismay: Drains health and power over time from the target and nearby encounter members, and converts it into health and power for the Defiler's group. It costs power over time to maintain the spell and the Defiler is stunned, but the spell can be toggled off early if desired. This is a decent spell to use to help replenish health and power to your group while taking it away from your enemies.

Voice of the Ancestors: This spell cures all hostile control effects on the party. The Defiler can cast this while under the effects of stuns, mesmerizes, or stifles. This is a great spell to use to negate control effects, so keep it close at hand!

SOLO QUESTING AT 40+

Defilers make effective soloers with their regenerative wards and the ability to cripple their opponents. Use Malefic Countenance to increase health, power, and armor. Use Portent to additionally increase your health and power pools. Once in combat, use Calamitous Shroud to ward yourself from damage. Bane of Guarding also proves useful in blocking enemy attacks.

For damage, try Ruinous Anathema, which deals disease damage but also lowers the target's noxious resistance. Infestation deals poison damage over time. If you start to run low on power, use Forced Cannibalize to take health from your enemy and return power to yourself.

GROUP QUESTING AT 40+

Defilers certainly have their uses in a group environment. Malevolent Efflux increases the health pool of the group while also increasing the noxious resistance of allies. Portent is another useful buff that increases the health and power pool of the chosen ally. Rapacity is another extremely useful buff that increases the Strength and maximum health of the group.

Use Calamitous Shroud to ward an ally against damage unless multiple allies are being hurt, then Carrion Aegis would be a better choice. Cast Bane of Guarding on especially harmful foes. If a little crowd control is needed, Primeval Terror can send a single target fleeing in terror or Extenuating Chant can fear multiple foes and reduce the hate toward the Defiler. Keep in mind that any damage done to a feared opponent may break the fear effect.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
Sacrificial Deliverance	60	Chalice	3 sec.	11.5 sec.	20 m	Heals a large amount of target ally's health. The Defiler must sacrifice some of their own health to cast this spell.
Rapacity	60	Holy Symbol	3 sec.	10 sec.	50 m	A group augmentation that increases the Strength and maximum health of the Defiler's group.
Caliginous Corruption	60	Eye	3 sec.	20 sec.	10 m	Deals disease damage over time and decreases noxious mitigations on an opponent and its allies.
Ruinous Anathema	59	Hammer	2 sec.	3 sec.	30 m	Deals instant disease damage to the target and decreases their noxious resistance for a short duration.
Dire Invective	59	Hammer	2 sec.	10 sec.	10 m	An augmentation placed on an ally that has a chance to deal disease damage over time and place an impairment that does additional disease damage each time the attacked opponent consumes power. This spell does not require any concentration, but can only be maintained on a single ally.
Spiritual Circle	58	—	2 sec.	30 sec.	—	Summons a spirit totem that continually attempts to ward group members in radius around the totem. Once summoned, this spirit cannot move. This spell has a recurrent power cost.
Portent	58	Holy Symbol	3 sec.	4 sec.	10 m	An augmentation that increases the health and power of the Defiler's ally.
Malevolent Efflux	58	—	3 sec.	10 sec.	50 m	A group augmentation that increases the noxious resistance and health pool of the Defiler's group. The noxious resistance protects more against disease than poison.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Putrid Balm	57	Chalice	2 sec.	6 sec.	20 m	Instantly heals some of target ally's health. The Defiler must sacrifice some of their own health to cast this spell.
Crystallize Spirit	57	Moon	2 sec.	9 sec.	25 m	An impairment that has a chance at dealing disease damage to the target every time they are healed. If the impairment is still on the target when they are killed, a soul essence item is granted to the Defiler.
Mail of Spirits	56	Eye	2 sec.	20 sec.	20 m	Cures noxious and trauma impairments on the Defiler's group.
Carriion Aegis	56	Moon	5 sec.	15 sec.	25 m	Applies a powerful ward for a short duration on the Defiler's group that prevents damage to them until the ward has absorbed its maximum amount of damage.
Banal Accretion	56	Moon	3 sec.	9 sec.	10 m	Heals group members.
Voice of the Ancestors	55	—	1 sec.	2 min.	10 m	Cures all hostile control effects on the party. The Defiler can cast this while under the effects of stuns, mesmerizes, or stifles.
Ghostly Avenger	55	Eye	0.2 sec.	10 min	20 m	If target ally receives damage that would be fatal, that ally is healed instead and a ward is placed on them. A powerful minion is summoned that grabs the attention of the enemy that attempted to slay the ally. This spell cannot be interrupted, does not require any power and has a very fast casting rate.
Extraneous Chant	55	Hammer	0.5 sec	5 min.	5 m	Fears enemies near the Defiler and reduces their hate toward the Defiler. Any hostile actions taken on them have a chance at breaking the fear effect.
Calamitous Shroud	54	Moon	2 sec.	6 sec.	20 m	Applies a powerful ward for a short duration that prevents damage to target ally until the ward has absorbed its maximum amount of damage. If any absorption remains when the ward expires, it is converted into a heal.
Bane of Guarding	54	Eye	2 sec.	9 sec.	25 m	A curse placed on an enemy that causes them to sometimes ward the target against the enemy's hostile spells and attacks.
Primeval Terror	53	Holy Symbol	2 sec.	30 sec.	25 m	Forces target to flee in fear. The fear effect has a chance to break each time the target is attacked or cast upon.
Infestation	53	Hammer	1 sec.	8 sec.	30 m	Deals poison damage over time to target.
Forced Cannibalize	52	—	4 sec.	24 sec.	25 m	Does divine damage over time to the target opponent, and converts a portion of this damage into power for the Defiler.
Degenerate	52	Eye	2 sec.	10 sec.	25 m	Impairment that decreases target's attack speed.
Fuliginous Tendril	51	Eye	2 sec.	15 sec.	25 m	Deals disease damage over time and decreases the attack speed of the target.
Vivification	50	Eye	3 sec.	2 min.	10 m	Resurrects a fallen ally without incurring any resurrection effects. This spell can be cast during combat.
Maelstrom of Dismay	50	Chalice	3 sec.	2.5 min.	20 m	Drains the health and power over time from the target and nearby encounter members, and converts it into health and power for the Defiler's group. It costs power over time to maintain the spell and the Defiler is stunned, but the spell can be toggled off early if desired.

MYSTIC VS. DEFILER

While Mystics and Defilers both use regenerative wards for healing and have several similar spell lines from their Priest and Shaman backgrounds, the similarities end there. Mystics are limited to those characters who have chosen to live in Qeynos while Defilers are restricted to characters who have chosen to live in Freeport. While the Mystic can change form into a bear with a friendly appearance, Defilers change their form into an imposing shadowy wraith. For protective spells, Mystics tend to guard better against poisons while Defilers protect better against diseases.

PRIEST: SHAMAN— MYSTIC

MYSTIC PROS AT 40+

1. Mystics have the unique ability of turning into a bear, becoming a more powerful bear as they level and receive upgrades to their bear form spell.
2. Mystics continue to excel as healers by preventing damage from reaching their allies through the use of increasingly powerful regenerative wards.
3. Mystics can deal additional damage to beings of shadow.
4. Mystics fall between Druids and Clerics when it comes to armor class. With their ability to wear medium armor, they have a higher armor rating than Druids, but not as high as Clerics.

5. Mystics can resurrect fallen allies regardless of their combat status.

MYSTIC CONS AT 40+

1. Mystics are good-aligned Shamans and restricted to characters who have chosen to live in Qeynos.
2. Mystics do not have the best armor class among the Priest classes, falling behind Clerics who can wear heavy armor.
3. Mystics do not deal a high amount of melee damage, instead they must rely on efficient use of their spells and Heroic Opportunities when soloing.
4. Mystics are not a pet class. Their only companions are those they invite to group with them.

- As a healing class, you may find yourself getting more group invitations than you can handle. Be polite when declining additional invitations from groups looking for a healer.

ABILITY HIGHLIGHTS

Weeping Haze: This spell decreases the target's attack speed and melee offensive skills. This is an all-around useful spell for Mystics to keep at hand.

Fevered Pox: This spell deals disease damage over time and additional damage if the target is a being of shadow. This is a very useful spell to have when fighting shadowy beings.

Foretelling: This spell increases the health and power of the Mystic's ally. Who wouldn't want more health and power?

Umbral Attendant: This spell summons a protective spirit that cannot attack, but casts beneficial spells on the Mystic's party. This spell has the wow factor of summoning a spirit to your side and behaves differently than your run-of-the-mill spells. This is a fun spell to include when in a group.

Spirit of the Mammoth: Want to make your group feel a little woolly? This spell increases the Strength and Stamina of the Mystic's allies. This spell is sure to be a popular group buff, especially in the frozen tundra of Everfrost.

Wrath of the Grey: This spell deals instant cold damage and reduces the target's movement speed. This is an all-around useful damage spell.

Protective Spirits: Wards an ally and replenishes health over the time while the ward is active. Slightly different from the Mystic's other wards, you can ward against damage and heal damage that was taken before the ward was applied.

Slothful Spirit: Impairment that has the chance to reduce the damage of the target opponent each time they successfully attack in melee, and does divine damage each time they use power. Another useful deterrent in the Mystic's arsenal, use this spell against enemies to lower their attack damage and deal additional damage to the enemy.

Torpor: This spell heals a target ally over time, but also reduces their attack and movement speed for the spell's duration. It also costs the Mystic recurring power. This is a fairly potent heal to balance the negative effects, so don't be afraid to use this spell.

Solo Questing at 40+

Mystics can solo effectively with their ability to block damage through wards and the ability to cripple their opponents. The key to any battle is preparation, so start out with Ursine Prophet to receive the benefits of bear form. Avatar is another useful spell as it increases Strength, Stamina, Agility, and attack speed. Use Foretelling to increase your health and power pools. To cripple your opponents, use Weeping Haze to reduce the attack speed and offensive melee skills of the target. For encounters that pack quite a punch, consider Grieving Soul to reduce combat attack damage. Use Protective Spirits to heal yourself and ward against additional damage.

Group Questing at 40+

Mystics are extremely desirable in groups with their useful wards, powerful group buffs, and their ability to cripple enemies to make encounters easier. Consider using Umbral Mettle to increase the health pool and noxious resistance of the group as well as adding Spirit of the Mammoth to increase Strength and Stamina. Foretelling is a useful buff for yourself or select allies.

Once the Mystic's group has been properly fortified, prevent damage to allies while crippling opponents. Sacred Aegis or Umbral Sacrament places a regenerative ward on either a single ally or the entire group depending on the spell chosen. Use these spells judiciously to minimize the amount of direct healing needed. Weeping Haze continues to be useful for crippling foes with its ability to decrease attack speed and melee skills. Scream of the Ancients is another useful debuff spell that decreases Stamina and noxious and elemental resistances of the entire enemy encounter.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Wrath of the Ancients	60	Hammer	3 sec.	12 sec.	25 m	Deals instant disease damage to the enemy and surrounding encounter members.
Spirit of the Mammoth	60	Holy Symbol	3 sec.	10 sec.	50 m	A group augmentation that increases the Strength and Stamina of the Mystic's group.
Learned Healing	60	Chalice	3 sec.	10 sec.	20 m	Replenishes a large amount of target ally's health. This also temporarily increases target ally's maximum health for a short time.
Wrath of the Grey	59	Hammer	2 sec.	3 sec.	30 m	Deals instant cold damage and reduces the movement speed of the target.
Umbral Attendant	59	Eye	3 sec.	1 min.	—	Summons a protective spirit which cannot attack but casts beneficial spells on the Mystic's allies.
Umbral Mettle	58	—	3 sec.	10 sec.	50 m	A group augmentation that increases the noxious resistance and health pool of the Mystic's group. The noxious resistance protects more against poison than disease.
Foretelling	58	Holy Symbol	3 sec.	4 sec.	10 m	An augmentation that increases the health and power of the Mystic's ally.
Rejuvenating Rite	57	Chalice	2 sec.	5 sec.	20 m	Instantly heals some of target ally's health. This also temporarily increases target ally's maximum health for a short duration.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Prophetic Aegis	57	Holy Symbol	2 sec.	2 min.	50 m	A group augmentation that places a protective barrier over the Mystic's group that increases noxious resistance and wards noxious sources of damage for a limited duration.
Umbral Sacrament	56	Moon	5 sec.	15 sec.	25 m	Applies a powerful ward for a short duration on the Mystic's group that prevents damage to them until the ward has absorbed its maximum amount of damage.
Transcendent Grace	56	Moon	3 sec.	7.5 sec.	25 m	Heals all allies near the Mystic. This also temporarily increases their maximum health for a short duration.
Gasping Spirit	56	Holy Symbol	2 sec.	20 sec.	20 m	Cures noxious and arcane impairments on the Mystic's group.
Umbral Savior	55	Eye	0.2 sec.	10 min.	20 m	If target ally receives damage that would be fatal, that ally is healed health and power instead and a ward is placed on them. This spell cannot be interrupted, does not require any power, and has a very fast casting time.
Slothful Spirit	55	—	2 sec.	20 sec.	25 m	Impairment that causes pain to target opponent each time they successfully cast a spell or combat art. This impairment drains their power each time they use a spell or combat art and deals divine damage to them. This effect can trigger up to 4 times.
Harmonious Spirits	55	Hammer	0.5 sec.	5 min.	5 m	Reduces threat and stuns targets surrounding the Mystic.
Scream of the Ancients	54	Chalice	2 sec.	30 sec.	10 m	An impairment that reduces the Stamina, poison resistance, and elemental resistance to an entire enemy encounter.
Sacred Aegis	54	Moon	2 sec.	30 sec.	20 m	Applies a powerful ward for a short duration that prevents damage to target ally until the ward has absorbed its maximum amount of damage. If any absorption remains when the ward expires, it is converted into a heal.
Grieving Soul	53	Moon	2 sec.	15 sec.	25 m	Impairment that decreases target's combat attack damage.
Fevered Pox	53	Hammer	1 sec.	8 sec.	30 m	Deals disease damage over time to the enemy. Additional damage is dealt if the enemy is a being of shadow.
Weeping Haze	52	Eye	2 sec.	10 sec.	25 m	Impairment that decreases target's attack speed and offensive melee skills.
Torpor	52	—	2 sec.	10 sec.	20 m	Places a regenerating ward over target ally and replenishes their health over time. While this spell is in effect, that ally has reduced movement and attack speed. This spell also has a recurring power cost.
Arctic Flames	51	Hammer	2 sec.	15 sec.	30 m	An impairment that deals cold damage over time to the enemy.
Recall of the Grey	50	Eye	4 sec.	2 min.	10 m	Resurrects a fallen ally and grants them a replenishing ward for a short time. This spell can be used in combat.
Oberon	50	Moon	1 sec.	2.5 sec.	20 m	Grants a powerful ward to a chosen ally. This ward will slowly regenerate absorption for the duration of the spell. The Mystic is stunned as long as the spell is maintained, but the spell can be toggled off early if desired.

Professions: Mage

MAGE: ENCHANTER—COERCER

COERCER PROS AT 40+

1. If you want to manhandle large crowds, the Coercer is still the profession for you, as it makes for the best class to keep mobs under (relative) control.
2. Naturally you hand out some big-time buffs—buffs that make the lives of everyone you group with much longer and more fruitful than if they were to go it alone.
3. If you like messing with spellcasters, you can do a lot worse than a Coercer, as much of their repertoire centers around countering the various pros of the numerous Mage professions.

4. With the spell Beguile in your repertoire you can bring a pet into the fray. While not as meaningful as the ones pure Summoners (Conjurors and Necromancers) can bring to bear, it does help take some of the heat off the Coercer.

COERCER CONS AT 40+

1. Coercers form the “evil” side of the Enchanter coin: if you wish to follow the path of the Coercer you will be evil-aligned with the people of Freeport.
2. You are a Mage and as such are not exactly made of the sternest stuff. Engaging in close-range combat will invariably end in your abrupt demise.
3. As far as damage output goes, dealing out mad damage in the form of devastating nukes is not in the Coercer’s vocabulary.

4. As the Coercer is all about indirect attacks and manipulating foes, you will find it is not the most solo-friendly profession—this has not changed from lower level incarnations.

ABILITY HIGHLIGHTS

Gorging Thoughts: This spell allows you to sap the mental energy of foes and convert it into power over time for your group. Its great for derailing Mages and any other profession that relies heavily on Intelligence.

Shatter Psyche: Toss this nasty debuff on enemies to drop their mitigation against arcane, elemental, and noxious attacks. Couple this with another friendly Mage class and you can lay waste to the afflicted in short order.

Confounding: Few spells diminish aggro like this one. Not only does it reduce hate, but it also stuns the opponent. It's great both in the heat of a fight and when you need to beat a hasty retreat.

Destructive Mind: This devilish spell punishes foes for every point of power they go through. So the more devastating their attack, the more damage they inflict upon themselves. It's a good way to ruin the day of foes with weak mitigation against mental attacks.

Spell Whip: This spell is specifically geared toward spell-tossers. It deals mental damage to any foes casting hostile spells. There's even a bonus to the Coercer if the target dies while under its thrall.

Spellbind: Casting this spell mesmerizes the target and prevents it from being ripped up by AOE spells for the length of its duration. Even better, you can cast this spell while stunned or stifled, making it excellent for prolonging a fight that is going in the wrong direction.

Solo Questing at 40+

Coercers aren't exactly the best solo spellcasters. Use your buffs to full effect, as that gives you a decided edge. Naturally, your fairly insane crowd control abilities allow you to handle several mobs at once and deal out some decent DOT spells (though many of these are indirect and rely on the foe to attack to derive their full benefit).

Also never forget that you can Beguile a foe to bring him or her over to your side to aid in a fight. This can be especially helpful because you're not exactly made of steel when it comes to taking abuse.

Group Questing at 40+

Coercers really come into their own in groups due to their fantastic range of buffs and debuffs, thereby taking the damage generation part of the equation of your hands. Laying down mezzes and inflicting repeated DOT spells on foes while your party hacks and slashes (or burns and blackens) them has a certain *savoir faire*. When mezzing, though, make sure your party is always aware of who and what you're targeting—there are few things worse than mezzing a target and then seeing your warrior drilling that same mob a moment later, dispelling your carefully placed magic.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts	Description
Gorging Thoughts	60	Flame	2 sec.	45 sec.	10 m		Decreases target's Intelligence for a short duration, granting power over time to the Coercer's group.
Ease	60	Staff	3 sec.	10 sec.	30 m		Increases in-combat power regeneration of group members.
Vicious Torment	59	Flame	1 sec.	8 sec.	35 m		Deals mental damage and drains power from an enemy over time. A portion of this power is added to the Coercer.
Shatter Psyche	59	Star	1 sec.	16 sec.	25 m		Impairment that decreases arcane, elemental, and noxious mitigations on an opponent.
Mind Vision	59	Staff	3 sec.	1 min.	30 m		Increases in-combat power regeneration of group members.
Harrowing Silence	58	Star	2 sec.	25 sec.	25 m		Stifles and drains power over time from the Coercer's target. The stifle effectiveness is reduced on epic targets.
Confounding	58	Star	3 sec.	30 sec.	25 m		Decreases the target's hate toward the Coercer and stuns the target. Upgrades to this spell reduce the target's resistance to the full duration of the stun. Epic targets have increased resistance to the stun duration.
Stroke	57	Lightning	1 sec.	3 sec.	35 m		Deals instant mental damage and interrupts an opponent. This spell has a fast casting time.
Destructive Mind	56	Lightning	2 sec.	10 sec.	35 m		An impairment that causes the target mental damage for every point of power they spend. Upgrades to this spell improve the ratio of power spent to mental damage dealt. If the target dies while under the effect of this impairment, a thoughtstone is granted to the Coercer.
Depression	56	Star	1 sec.	10 sec.	35 m		Deals mental damage over time to the target and decreases their arcane resistance.
Transfer Essence	55	Wand	2 sec.	20 sec.	—		Slowly converts the Coercer's health into power over time.
Intense Focus	55	Staff	3 sec.	30 sec.	25 m		Stuns the Coercer's target and drains some of their power over time. Epic targets are not affected by the stun. Upgrades to this spell decrease the chance to resist the duration of this effect.
Spell Whip	54	Star	2 sec.	10 sec.	35 m		An impairment that deals mental damage to the target whenever they cast a hostile spell for up to 3 spells. If the target dies while under the effect of this impairment, a thoughtstone is granted to the Coercer.
Signet of Reason	54	—	3 sec.	10 sec.	50 m		A group augmentation that increases the power pools of the Coercer's group.
Ego Burst	53	Lightning	2 sec.	15 sec.	25 m		Deals instant mental damage to the target and roots them in place.
Breathtaking Awe	53	Star	1.5 sec.	10 sec.	25 m		Mesmerizes target opponent and surrounding encounter members. Upgrades to this ability decrease the chance to resist the duration of this effect.
Spellbind	52	Staff	1.5 sec.	6 sec.	25 m		An impairment that mesmerizes the target and removes them from being affected by AOE spells for a short duration. Mesmerization breaks if the target receives any damage. Upgrades to this spell reduce the target's resistance to the full duration of the effect. This spell can be cast while stunned or stifled.
Enraging Demeanor	52	Staff	2 sec.	9 sec.	10 m		An augmentation cast on an ally that causes them to generate additional hate toward any enemies they attack.

Arts (Continued)

Art	Level	HO Icon	Cast Time	Recast	Range	Description
Magus	51	Staff	2 sec.	10 sec.	35 m	An impairment that has a chance to cause the target mental damage every time it lands an attack for up to 5 attacks. If the target dies while under the effect of this impairment, a thoughtstone is granted to the Coercer.
Ravaged Psyche	50	Star	1 sec.	16 sec.	25 m	Impairment that decreases arcane, elemental, and noxious mitigations on an opponent.
Psychic Wail	50	Flame	3 sec.	30 sec.	10 m	A powerful psychic attack that stuns all enemies surrounding the Coercer in a large area, also dealing mental damage to all that are affected. Epic targets are stifled instead of stunned.
Demoralizing Gaze	50	Star	2 sec.	9 sec.	10 m	Deals mental damage over time and drains power of target enemy and surrounding encounter members.

COERCER VS. ILLUSIONIST

The key difference between the two sides of the Enchanter coin is that, in general, the Illusionist is slightly more challenging to play effectively. This is due to the Illusionist's much lower DPS (damage per second) output. This puts the Illusionist at a much greater soloing disadvantage than his evil counterpart.

Beyond that, they are both fairly similar in that their roles are to buff and debuff, acts at which they both excel. Again, the Illusionist is slightly less straightforward and more group than solo friendly.

MAGE: ENCHANTER—ILLUSIONIST

ILLUSIONIST PROS AT 40+

1. Two words: Crowd control. As far as the forces of Qeynos are concerned, you are it when it comes to keeping crowds of mobs in line.
2. You mete out the big buffs and debuffs, making you extremely valuable in group situations. It's even fair to say that a group lacking an Illusionist is a group not operating at peak efficiency.
3. You get to control pets and, at very high levels, get a very nice one that can even match up with those of pet-specific professions.

4. Like a challenge? In *Desert of Flames* the Illusionist remains one of the more difficult professions to master at end game. If you want to show that you have real skill, this is definitely a class to consider.

ILLUSIONIST CONS AT 40+

1. Very low DPS: Illusionists are not built to behave like tanks and the more damage-oriented Mage professions. This is a pure support role (albeit an invaluable one), so make sure you play it that way.
2. The flipside of proving to the world that you're fairly skilled by being an Illusionist is that it's a very difficult role to play. Even if you make it to the end game, your rate of progression to that point could be much slower than other professions.
3. As with its evil counterpart, the Illusionist isn't the most solo-friendly class. In fact, even in skilled hands, it's probably one of the least solo-friendly roles in the entire game.
4. Your damage is all dealt relatively indirectly. This means that you need the support of a team around you to keep progressing at a reasonable clip.

ABILITY HIGHLIGHTS

Construct of Reason: This very powerful summons conjures an illusory pet to act against the Illusionist's enemy. Even if the pet fails to kill your target and perishes first, the resulting explosion takes a large chunk out of the target's hide.

Brainburst: This is a sort of time bomb spell. It inflicts constant mental damage, and if it isn't dispelled before it runs its course, it also inflicts another jolt of damage at expiration.

Prismatic Havoc: This is a great spell for fighter classes. Cast this on a target and, for the next three attacks, the attacker inflicts increased mental damage. It's a great way to take out an already weakened foe that doesn't know when to call it quits.

Transient Sentiment: Have a lot of mages in your party? This spell is ideal because it significantly boosts their Intelligence for a while, fueling their destructive potential.

Abduct Mind: This spell cannot be interrupted nor fizzled, and it removes the target in question from the effects of AOE spells while mezzing them.

SOLO QUESTING AT 40+

When it comes to soloing at high levels, Illusionists are not the best choice. While they could be moderately effective at lower levels with their mix of DOT and lower level Mage spells, this strategy won't work at higher levels. For good or ill, toward end game, Illusionists are more geared toward hardcore support roles in groups. When soloing, move ahead slowly and carefully. Don't get overrun by biting off far more than you can chew.

GROUP QUESTING AT 40+

Any weaknesses the Illusionist exhibits in a solo setting are alleviated in groups. Here, they are worth their weight in gold. Their massive array of mezzes, buffs, and debuffs gives them a lot of say in how a battle is conducted. Communication is key so your group doesn't end up constantly attacking your mezzed targets.

It's worth mentioning that they have the most crowd control utility in the game, even above Coercers. In place of the Coercer's single target stun, Illusionists get an AE stun that doesn't generate hate. Illusionists also get a separate Mez spell line on its own reuse timer.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Construct of Reason	60	Flame	2 sec.	1 min.	25 m	Summons an illusory pet that attacks the Illusionist's current enemy until the spell expires. If the pet is killed before it expires, it will deal instant mental damage and stifle the enemy who slew it.
Brainburst	59	Flame	1 sec.	8 sec.	35 m	Deals mental damage over time to a target. If this effect is not cured, when it expires the target is dealt additional mental damage.
Drain Thought	58	Star	2 sec.	25 sec.	25 m	Stifles and drains power over time from the Illusionist's target. The stifle effectiveness is reduced on epic targets.
Dazzling Array	58	Star	1 sec.	15 sec.	7.5 m	Stuns the target and nearby encounter members for a brief period of time, without adding any additional hate toward the Illusionist for casting the spell. Upgrades to this spell reduce the target's resistance to the full duration of the stun. Epic targets have increased resistance to the stun duration.
Shimmering Beam	57	Lightning	1 sec.	3 sec.	35 m	Deals instant mental damage. This spell has a fast casting time.
Prismatic Havoc	56	Lightning	2 sec.	15 sec.	35 m	An augmentation placed on the Illusionist's ally that deals additional mental damage every time they hit for up to 3 hits.
Devour Hope	56	Star	1 sec.	10 sec.	35 m	Deals mental damage over time to the target and decreases their arcane resistance.
Sap Will	55	Lightning	3 sec.	30 sec.	25 m	Stuns the Illusionist's target and drains some of their power instantly. Epic targets are not affected by the stun. Upgrades to this spell decrease the chance to resist the duration of this effect.
Essence Siphon	55	Wand	2 sec.	20 sec.	—	Slowly converts the Illusionist's health into power over time.
Seal of Ingenuity	54	—	3 sec.	10 sec.	50 m	A group augmentation that increases the Intelligence and Wisdom of the Illusionist's group.
Brilliant Regalia	54	Wand	1.5 sec.	6 sec.	25 m	An additional mesmerization spell for the Illusionist that costs less but lasts for a shorter duration. Mesmerization breaks if the target receives any damage. Upgrades to this spell reduce the target's resistance to the full duration of the effect.
Transient Sentiment	53	Staff	1 sec.	1.5 sec.	50 m	A group augmentation that significantly increases Intelligence of the Illusionist's group for a short duration.
Embolism	53	Lightning	2 sec.	15 sec.	25 m	Deals instant mental damage to a target and mesmerizes them for a short duration.
Abduct Mind	52	Staff	1.5 sec.	6 sec.	25 m	An impairment that mesmerizes the target and removes them from being affected by AOE spells for a short duration. Mesmerization breaks if the target receives any damage. Upgrades to this spell reduce the target's resistance to the full duration of the effect. This spell cannot be interrupted or fizzled.
Phantasmal Brilliance	51	Wand	1.5 sec.	10 sec.	10 m	Mesmerizes target opponent and surrounding encounter members. Upgrades to this ability decrease the chance to resist the duration of this effect.
Psychotic Spectrum	50	Star	2 sec.	9 sec.	10 m	Deals mental damage over time and interrupts the target and surrounding encounter members. When the spell duration expires, it interrupts the encounter again.
Dismay	50	Star	1 sec.	16 sec.	25 m	An impairment that decreases the enemy's offensive abilities.
Color Shower	50	Star	2 sec.	40 sec.	10 m	Deals mental damage over time and stifles the Illusionist's enemies in an area near the target of the spell. Epic targets have increased resistance to the full duration of the stifle effect.

MAGE: SORCERER— WARLOCK

WARLOCK PROS AT 40+

1. Plague and pestilence are the order of the day for Warlocks. Your arsenal is nearly entirely based on DOT spells, so you won't have to worry about hate as much as certain other spell casters.
2. In addition to a vast number of DOT spells, you also have a wide array of direct damage spells, buffs, summons and lots of other spell types, leading to a fairly well-rounded Mage class.

3. Warlocks, upon moving past level 50, see a serious bump in overall effectiveness and power levels.
4. Nihilism-aligned spells are extremely effective in group settings, allowing tanks to do some serious damage while holding aggro.
5. The Warlock has impressive DPS numbers when referring to AOE spell types.

WARLOCK CONS AT 40+

1. Warlocks aren't the best class for soloing unless they are accompanied by a tank that can hold aggro well.
2. Soloing, in general, is fairly dangerous for the Warlock class and, due to the nature of their spells, they are better suited to group settings.

3. DPS isn't nearly as high as that of the Wizard in single-target encounters, so if dropping nukes is your thing, the Warlock may not be for you.
4. Prior to level 50, you'll find that the Warlock is a much tougher class to play than its good counterpart, the Wizard, so you have to tough it out till you reach the upper levels to see the profession really come into its own.

ABILITY HIGHLIGHTS

Nihilism: This is a fantastic spell to cast on the party tank. Once successfully cast, the affected individual deals out poison damage to any foe that is foolish enough to attack.

Vulian Intrusion: This is a great spell for cutting off a foe in the act of bludgeoning your Warlock. This can help you buy time to escape or collect yourself if the battle is going in the wrong direction.

Seal of Ebon Thought: This buff boosts the effectiveness of all Casting Skills of those in the Warlock's party. This is a good way to add extra efficacy to all manner of attacks, especially those of fellow magic users.

Skeletal Grasp: This is a fantastic root spell, as it only has half as much chance at being broken as those of other root spell types. Be wary, however, as every attack against a rooted foe increases its chance of escape. This is another good spell for beating a hasty retreat.

Devastation: Now here's a killer spell: it does massive damage to up to five targets at once, inflicts devastating poison, and leaves the foe briefly stunned. Every Warlock should rely heavily upon this spell.

Scourge of Shadows: While the Wizard is a better choice for mad, single-target damage, this addition to the Warlock's arsenal at very high levels is extremely devastating.

Solo Questing at 40+

The Warlock is not the ideal solo class due to how the spell lines are constructed (even at high levels), with few high-DPS, single-target spells. While you can handle large mobs, in theory, due to a vast array of DOT spells, you'll find that, alone, you'll be torn to shreds long before such spells wreak the most havoc. Essentially, you have to be fairly careful when soloing and are more group-reliant than certain other Mage professions.

On the plus side, at high levels, your ability to solo does increase significantly after level 50. You just have to be very mindful of this until hitting that magic number.

With all that, Warlocks do well against multiple blue-connected mobs when going solo.

Group Questing at 40+

In groups, Warlocks are a boon. This is primarily due to their vast array of DOTs and various buff and debuff spells. Their ability to inflict damage on a large number of targets at once, with minimum hate generation, is a boon. You also have very good crowd control aspects, with different sorts of roots and, at higher levels, you can lay down larger nuke-type spells when the tank is simply taking too much heat.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Corrupt Gift	60	Staff	0.5 sec.	1.5 min.	—	For a short time, the Warlock is granted a chance at additional poison damage in an area where an enemy was struck by a poison spell cast by the Warlock.
Aspect of Night	60	—	3 sec.	30 sec.	50 m	Increases max power and mitigation against disease and poison of group members.
Scourge of Shadows	59	Flame	1 sec.	8 sec.	35 m	Deals instant poison damage to an enemy.
Banevolent Nihilism	59	Star	1 sec.	10 sec.	10 m	When target is damaged, grants a chance to inflict damage on target encounter.
Thwart	58	Star	2 sec.	30 sec.	25 m	Stuns the Warlock's target briefly and deals instant cold damage.
Boundless Fury	58	Flame	2 sec.	8 sec.	7.5 m	Interrupts and deals great amounts of poison damage over time to all enemies surrounding the Warlock.
Soul Blister	57	Lightning	2 sec.	4 sec.	35 m	Deals instant poison damage to the targeted enemy.
Curse of Nothingness	56	Wand	2 sec.	10 sec.	35 m	Impairment which reduces an enemy's Strength and Intelligence. If the enemy is slain while under this curse, a Nil Crystal is sometimes granted to the Warlock.
Ghastly Contract	55	Wand	2 sec.	20 sec.	—	Converts some of the Warlock's health into power.
Anarchic Maelstrom	55	Flame	1 sec.	20 sec.	35 m	Reduces target's poison resist, disease resist, and attack speed. This effect is contagious, and has a chance to spread to other enemies of the encounter when they take spell damage.
Skeletal Grasp	54	Star	2 sec.	10 sec.	25 m	Roots the target and surrounding encounter members. Every hostile spell or damage received by the target has a chance at breaking the effect. The chance of this spell breaking is half that of normal root effects. Upgrades to this spell reduce the target's resistance to the full duration of the effect.
Seal of Ebon Thought	54	—	3 sec.	10 sec.	50 m	A group augmentation that increases the effectiveness of all casting techniques of the Warlock's group.
Curse of Desolation	53	Flame	2 sec.	16 sec.	25 m	Impairment that reduces the target's maximum health and power pools.
Vulian Intrusion	52	Lightning	Instant	25 sec.	25 m	Instantly interrupts and pacifies the Warlock's target for a brief duration with a small amount of magic damage. This spell has no cast time and a very small power cost.
Shadowed Pyre	52	Flame	2 sec.	8 sec.	35 m	Deals poison damage over time to the target.
Shadowed Pillaging	52	Wand	4 sec.	2 min.	25 m	Drains power from an enemy and surrounding encounter members, and converts a portion of this damage into power over time replenishment for the party. This spell requires a Nil Crystal component.
Null Distortion	51	Lightning	3 sec.	12 sec.	35 m	Deals instant poison damage to an enemy and returns a portion of this damage as power replenishment to the Warlock.
Nihilism	50	Star	1 sec.	10 sec.	10 m	An augmentation which grants an ally the chance at dealing poison damage to all encounter members surrounding the enemy that struck the ally in combat.
Devastation	50	Flame	4 sec.	45 sec.	35 m	Deals massive poison damage over time to as many as 5 enemies and stuns them for a short duration.
Dark Nebula	50	Star	3 sec.	15 sec.	10 m	Short stun effect to an enemy as well as deals instant poison damage to it and surrounding encounter members.

WARLOCK VS. WIZARD

Essentially the difference between a Wizard and a Warlock is that the Warlock is better at multiple-mob encounters (especially in groups) while the Wizard is better against single-mob encounters because of the Wizard's much better DPS generation.

Beyond that, they both run the buff and debuff show and that is one of their primary functions in a group setting, taking the place of, say, an Illusionist or Coercer if one isn't available to minister to the party members.

And that's the key to Warlocks and Wizards: versatility, as they both have a wide array of abilities suitable to many different situations. Using all of those abilities effectively, however, is the challenge.

MAGE: SORCERER—WIZARD

WIZARD PROS AT 40+

1. Wizards are master nukers and have a broad array of elemental powers from which to pull. Like fire? The Wizard is the profession for you.
2. Due to the Wizard's vast power, single-target mob encounters are generally going to go in their favor and this makes them ideal for soloing when dealing with *single* mobs. This does not, however, carry over into multiple mob settings due to your focus on single-target DPS.
3. The process of destroying foes is nicely varied, as you'll lay down buffs, shield your tanks, soften up targets with a few minor spells, then shred them with the big nukes. It makes for a symphony of orchestrated destruction.

4. Your vast array of buffs makes everyone's life easier in a group setting, and you can even sub for an Enchanter profession if need be.

WIZARD CONS AT 40+

1. As is the case with most spell casters, Wizards don't make the best solo classes. You can chalk a lot of that up to the fact that they simply can't take a punch very well.
2. If you don't keep up on the Intelligence cap, your spell power won't increase accordingly with your leveling. Whatever you do, keep up on this to stay at max proficiency.
3. While you wield a nice array of buffs, you are decidedly lacking in the debuff department. This is one spot where the Warlock has it all over the Wizard.
4. Because you're nuke-oriented, mobs hate on you something fierce. This is another good reason to travel in groups so the meat shield can take the beatings while you clean up from the rear.

ABILITY HIGHLIGHTS

Frostshield: Handy not only for protection, this spell inflicts frost damage for every enemy strike up to three times after it's cast—it's a nasty, frigid surprise for attackers.

Ice Comet: This sucker metes out good frost damage and has an added effect against players: it knocks them back and blurs their vision, making it handy in such encounters.

Ball of Incineration: It doesn't sound pretty for the recipient...and it isn't! This searing attack is another in a long line of nukes in the Wizard's arsenal. Use it to burn your foes to ashes.

Ring of Ice: This root spell initially freezes your targets in place and, in its second stage, keeps them slowed, thus giving you extra time to level them with still more fire and ice. Be aware, though, that every attack provides them with a chance to break the spell.

Fiery Convulsions: Yes, more fire! This is another nasty nuke-style spell that burns up foes but good. This very high level spell further cements the Wizard's nuke credentials.

SOLO QUESTING AT 40+

While no Mage class is really suited toward soloing, the Wizard can certainly tackle single-target mobs due to immense nuke damage. Couple that with an assortment of roots and buff spells and a case can be made for a Wizard as a solo player. The problem, of course, comes from the fact that mobs do not like to be nuked and will aggro like mad once hit. This is especially bad if you manage to draw more than a few mobs at once.

GROUP QUESTING AT 40+

Using your wizardly might, start by buffing up your group as much as possible—nobody likes a mage that hordes the goodies. Beyond that, you are a DPS monster, so get in there and nuke the living hell out of everything that you come into contact with. You can be especially effective backing up the main tank and taking the heat off him or her. You can also make short work of any of the other party members' problems, once they manage to whittle them down sufficiently. Your biggest worry will simply boil down to competent mana management, as you'll be laying down massive nuke after massive nuke, so be careful with what level spells you constantly drop so you don't have too much downtime between fights.



Art	Level	HO Icon	Cast Time	Recast	Range	Arts Description
Inferno Surge	60	Staff	0.5 sec.	1.5 min.	—	For a short time, the Wizard is granted a chance at additional heat damage with every heat spell that strikes an enemy. This consumes a small amount of power every time it triggers.
Iceshield	59	Staff	1 sec.	16 sec.	10 m	When target takes melee damage, this will inflict damage on the attacker.
Fiery Convulsions	59	Flame	1 sec.	8 sec.	35 m	Deals instant heat damage to an enemy. Also does additional heat damage over time with a chance to stifle the enemy.
Arctic Prison	59	Wand	2 sec.	6 sec.	25 m	Roots and then slows target after spell terminates.
Incapacitate	58	Flame	2 sec.	30 sec.	25 m	Stuns the Wizard's target briefly and deals instant heat damage.
Fiery Inferno	58	Flame	2 sec.	10 sec.	7.5 m	Deals great amounts of heat damage to all enemies surrounding the Wizard.
Sunstrike	57	Lightning	2 sec.	3 sec.	35 m	Deals instant heat damage to the targeted enemy.
Vitalic Reaping	56	Staff	1 sec.	1 min.	—	Allows the Wizard to harvest health over time into power, stunning the Wizard during the conversion process. It lasts for up to 15 seconds, and the Wizard can terminate the harvest conversion early.
Vital Flood	55	Wand	2 sec.	20 sec.	—	Converts some of the Wizard's health into power.
Arctic Icicles	55	Flame	1 sec.	15 sec.	35 m	Deals cold damage over time and decreases target's elemental resistance.
Ring of Ice	54	Star	2 sec.	10 sec.	25 m	Freezes movement on the target and the surrounding encounter members. When the freeze effect wears off, it slows their movement for a short duration. Every hostile spell or damage received by the target has a chance at breaking the effect. Upgrades to this spell reduce the target's resistance to the full duration of the effect.
Fist of the Tyrant	54	—	3 sec.	10 sec.	50 m	A group augmentation that increases the Strength and Intelligence of the Wizard's group.
Nimbus Aurora	53	Wand	1.5 sec.	9 sec.	25 m	An emergency spell that mesmerizes the target and removes them from being affected by area of effect spells for a short duration. While this spell is maintained, the Wizard is stunned, but the Wizard can choose to not maintain the spell before the full duration expires. Upgrades to this spell reduce the target's resistance to the full duration of the effect.
Blazing Grandeur	53	Staff	2 sec.	10 sec.	10 m	Places an augmentation that engulfs an ally's weapon in flames, that grants the chance to strike for additional heat damage with each successful attack.
Lapse	52	Lightning	Instant	25 sec.	25 m	Instantly interrupts and stifles the Wizard's target for a brief duration with a small amount of magic damage. This spell has no cast time and a very small power cost.
Cremate	52	Flame	2 sec.	6 sec.	35 m	Deals heat damage over a short time to the target.
Ball of Incineration	51	Lightning	3 sec.	9 sec.	35 m	Launches a ball of fire toward the enemy, dealing instant heat damage.
Shocking Flash	50	Star	3 sec.	9 sec.	10 m	Deals magic damage over time for a short duration to target enemy and surrounding encounter members.
Ice Comet	50	Star	4 sec.	45 sec.	35 m	Deals a significant cold damage and stuns the target briefly. If a player is the target of this spell, it will also knockback and blur the vision of the player.
Frostshield	50	Staff	1 sec.	16 sec.	10 m	Places an icy barrier surrounding target ally. Whenever that ally is struck by an enemy in combat, that enemy receives instant cold damage. This effect can trigger up to 3 times.

MAGE: SUMMONER— CONJURER

CONJURER PROS AT 40+

1. You are now capable of soloing mobs that are of a much higher level than you are, though it takes considerable time and much strategizing (this includes heroic mobs).
2. You get pets to act as stand-in tanks, making you more able to focus on spell casting rather than keeping hate generation down.

3. Decent crowd control abilities make you effective in group scenarios as well as the aforementioned pet situation, where you bring an extra tank to the party.
4. Generally, your pets are better than those of your counterpart class, the Necromancer.
5. You function better in groups than the Necromancer, making you a more desirable teammate.

CONJURER CONS AT 40+

1. While you can effectively solo, you aren't nearly as good at it as the Necromancer due to a lower overall DPS in one-on-one combat.
2. You are heavily reliant on your pet to keep the heat off. If your pet goes down and a foe has significant health left, it's time to run—like all Mage classes, you aren't terribly durable.

ABILITY HIGHLIGHTS

Blazing Presence: As much of your potency derives from your pet, this spell makes it even more effective by wreathing it in a cloak of flames. With this, your pet inflicts heat damage with every attack as well as every attack brought down upon it, thereby greatly increasing your pet's overall damage output.

Minion's Stance: Aggravate—Say you're on the losing end of a fight and it's a question of when, not if, your pet will burn out. Throw this spell on him to direct all his energy in one final burst of offensive might to take down his foe. This spell is also good for starting out against higher-level mobs, as you can whittle them down a great deal before engaging them directly.

Shattered Land: Who doesn't like crushing damage? That's what you'll get with this handy spell. Not only does it deliver blistering DOT, but it also has the side effect of preventing your targets from executing any hostile actions for the duration of the spell.

Minion's Stance: Transient Haven—This spell boosts all your defensive attributes at the cost of offensive powers. With this you can create a much more effective meat shield

for yourself when dealing with much more brutal opponents. It also frees up your time, so that you aren't spending half your time minding your pet's life.

Seismic Tremor: This high-level spell is as cataclysmic as its name suggests. Delivering a massive, earth-shattering quake, you hit your foes with massive damage and also knock them flat on their backs.

Solo Questing at 40+

The Conjuror is one of the best soloing professions in the game, though it isn't the most straightforward profession to master in this respect. You'll be spending your time keeping your pet alive to do most of the fighting for you while you slip in the odd spell every now and again. The Necro, in most ways, is superior as a solo class.

That being said, you can do it, but you have to be more careful and more aware of your surroundings than you might otherwise.

Group Questing at 40+

Conjurors work quite well in groups due to the added value of having the summoned pet act as a secondary tank to the party's resident meat shield. You also have a nice array of buffs to aid the group and can mete out respectable damage. Your primary focus, however, should be keeping your pet on its toes.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts	Description
Aery Hunter	60	—	10 sec.	0 sec.	—		Summons an inhabitant of the Plane of Air to do the Conjuror's bidding.
Minion's Succor	59	Staff	0.5 sec.	3 min.	—		Augmentation that prevents damage that would kill the summoned minion and instead heals them. This augmentation has a short duration.
Fiery Annihilation	59	Flame	1 sec.	8 sec.	35 m		Deals instant heat damage and additional heat damage over time to an enemy.
Blazeshield	59	Flame	1 sec.	0 sec.	10 m		An augmentation placed on an ally that deals instant heat damage to any attacker of that ally. This spell does not require any concentration, but can only be maintained on a single ally.
Seismic Tremor	58	Star	2 sec.	20 sec.	10 m		Violently shakes the earth around the Conjuror, dealing crushing damage and knocking down all nearby enemies.
Calcify	58	Star	3 sec.	30 sec.	25 m		Stuns the Conjuror's target and deals instant magic damage. The stun effect does not apply on epic targets. Upgrades to this spell decrease the chance to resist the duration of this effect.
Snapping Mandibles	57	Lightning	2 sec.	3 sec.	35 m		Deals instant piercing damage to the target. This damage penetrates through some of the target's piercing resistance.
Rebuild Servant	56	Staff	2 sec.	6 sec.	—		Heals the Conjuror's pet.
Minion's Stance: Transient Haven	56	—	3 sec.	0 sec.	—		An augmentation cast on the Conjuror's minion that places them into a defensive stance, increasing their trauma resistance, hate generation, and granting them a replenishing ward, at the cost of decreased attack speed. This augmentation cannot be stacked with an offensive stance.
Conjuror's Insignia	56	Staff	2 sec.	25 sec.	—		An augmentation for the Conjuror's summoned minion that grants it a chance to decrease an enemy's cold and heat resist every time it attacks or receives damage.
Burning Vigor	55	Wand	2 sec.	20 sec.	—		Converts health from a summoned minion into power for the Conjuror.
Vehement Rock	54	Wand	0.5 sec.	2 min.	—		Augmentation that grants stoneskin that protects against all physical damage to the Conjuror's summoned minion for up to 3 attacks. As long as this spell has not expired, it also increases the minion's defense skill.
Geotic Rune	54	—	3 sec.	10 sec.	50 m		A group augmentation that increases resistance to all types for the Conjuror's group and their pets. Pets in the Conjuror's group receive an additional bonus to their defense.
Shattered Land	53	Star	2 sec.	40 sec.	25 m		Deals crushing damage over time and prevents any hostile actions from the target and the target encounter members for the duration of the spell. The prevention of any hostile actions effect does not affect epic opponents.
Minion's Stance: Aggravate	53	—	3 sec.	0 sec.	—		An augmentation cast on the Conjuror's minion that places them into an offensive stance, increasing their offensive melee skills, attack speed, and Intelligence, at the cost of decreased defense and parry. This augmentation cannot be stacked with a defensive stance.
Blazing Seed	51	Wand	2 sec.	10 sec.	15 m		An augmentation placed by the Conjuror on target ally that grants a chance to deal heat damage with every attack and places an impairment on the opponent. If the opponent dies while under this impairment, it will deal instant heat damage to the encounter.

Arts (Continued)

Art	Level	HO Icon	Cast Time	Recast	Range	Description
Flash Flood	50	Star	3 sec.	9 sec.	25 m	Deals instant cold damage and decreases the movement speed of target enemy and surrounding encounter members.
Flameshield	50	Flame	1 sec.	0 sec.	10 m	An augmentation placed on an ally that deals instant heat damage to any attacker of that ally. This spell does not require any concentration, but can only be maintained on a single ally.
Blazing Presence	50	Staff	3 sec.	45 sec.	—	Engulfs the Conjurer's summoned minion in a blazing aura for a limited duration, dealing heat damage every time the minion attacks or is attacked in melee. Once this spell has triggered five times, it will expire.

CONJURER VS. NECROMANCER

The primary difference between the Conjurer and the Necromancer is that the former is better at multiple-mob encounters and the latter is better at single mobs. This makes the Necro the better solo class in general, simply because his or her DPS is much better.

However, the Conjurer is much better suited to groups, due to the wide array of spells that are less reliant on nuking foes and more in line with a true support class. They both have pets but, generally, those of the Conjurer line are superior to the Necromancer's variety.

MAGE: SUMMONER—NECROMANCER

NECROMANCER PROS AT 40+

1. Necromancers get pets that act as a sort of built-in, always-available tank (albeit one that isn't as useful as a similar-level player).
2. Due to the pet and the Necro's fairly impressive DPS, he is one of the few classes that, even late into the game, can solo effectively against much higher level mobs. That said, this can be more trouble than it's worth when the mob is a much higher level.
3. Thanks to high DPS, the Necro is excellent at pacifying tough, single-target mobs. With the pet holding aggro and the caster dropping nukes, most enemies within reasonable level range will be destroyed in very short order.

4. You also have access to a nice array of DOT attacks as well as a few choice buffs to round out an otherwise nuke-centered attack plan.

NECROMANCER CONS AT 40+

1. Because you are more DPS-oriented, you have less to offer a group than your counterpart, the Conjurer (due to fewer buffs, less crowd control ability, etc.).
2. You're a Mage and that means lower-than-average ability to take a hit. If your pet goes down, beat a hasty retreat.
3. You are entirely dependant on your pet for survival and, beyond your inability to take damage, if you don't keep your pet up as you advance in levels, you'll soon find your utility as a solo and group player diminished greatly—upgrade your pet every chance you get.
4. Because you're not as effective in groups as alone, this class is better suited for the loner than one that is overtly social.

ABILITY HIGHLIGHTS

Stench of the Grave: Summoning a badly decomposed zombie that attacks the targeted foe is only the start of the fun. Any foe in its vicinity also suffers AOE disease damage.

Diseased Servant: As you should always be upgrading your pets, this one summons a benighted undead fighter to your side to act as your current minion. Naturally, he's tougher than previous pets, and uglier to boot.

Minion's Stance: Voice of the Departed— Say you're on the losing end of a fight and it's a question of when, not if, your pet will burn out. Throw this spell on him to direct all his energy in one final burst of offensive might to take down his foe. This spell is also good for starting out against higher-level mobs, as you can whittle them down a great deal before engaging them directly.

Minion's Stance: Grisly Ward— This spell boosts all your defensive attributes at the cost of offensive powers. With this you can create a much more effective meat shield for yourself when dealing with much more brutal opponents. It also frees up your time so that you aren't spending half your time minding your pet's life.

Necromantic Insignia: This places an augmentation on your pet that grants it the chance of reducing its resistance to disease and poison-based damage. This goes very well with any of the Necro's legion of disease-causing spells.

SOLO QUESTING AT 40+

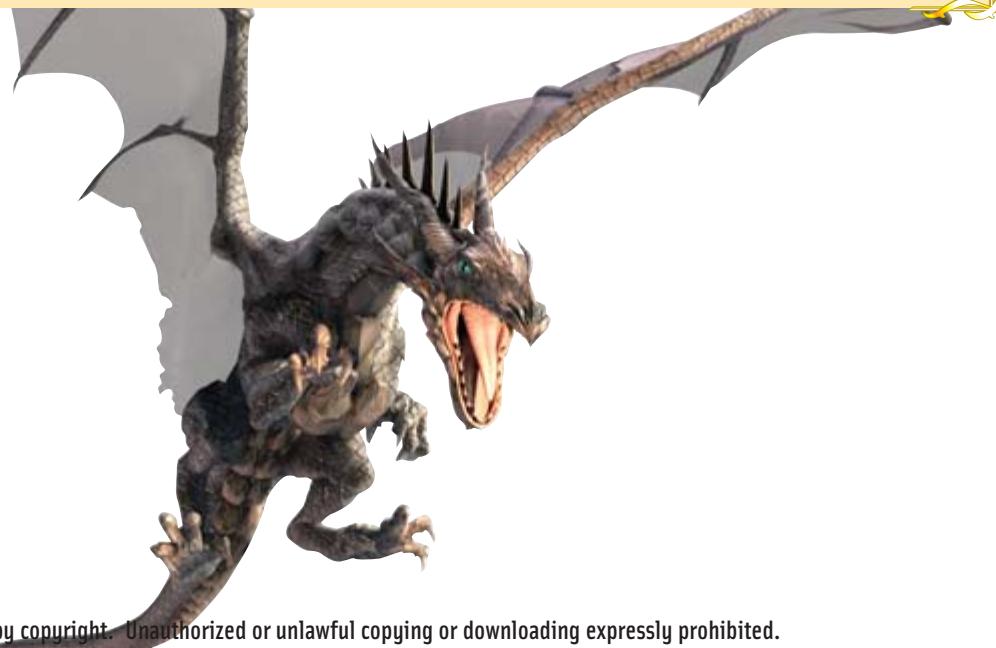
Not much has changed here for the Necro. As was the case before *Desert of Flames*, you'll find that your strategy revolves around the use of your pet as tank while you stand back and buff and heal it as it goes about its grisly business. When you're not ministering to it, you can drop some nasty nukes and DOT spells on your foe, thereby accelerating its demise.

All in all, the Necro is a truly awesome solo-based class and is something that carries through, essentially, to end game.

GROUP QUESTING AT 40+

As has been noted, Necromancers aren't the best group players. Besides the fact that nobody likes to hang out with rotting corpses, the simple fact is that the Necro is very much suited to dealing with only one target at a time, making you as much a tank (with very little armor) as anything else. In groups you'll spend a lot of your time minding your pet and keeping it on top of things as an off tank so that your group can handle larger groups of mobs.

Art	Level	HO Icon	Cast Time	Recast	Range	Arts
						Description
Nightshade	60	—	10 sec.	0 sec.	—	Summons a shadowy assassin to serve the Necromancer.
Deathly Coil	59	Flame	1 sec.	8 sec.	35 m	Deals disease damage over an extended time to target enemy.
Infernal Cloud	58	Flame	2 sec.	25 sec.	10 m	Drains health from all nearby enemies surrounding the Necromancer, returning some of that health to the Necromancer.
Constrict	58	Star	3 sec.	30 sec.	25 m	Stuns the Necromancer's target. Upgrades to this spell decrease the chance to resist the duration of this effect.
Death Rot	57	Lightning	2 sec.	3 sec.	35 m	Quickly deals disease damage over time to an enemy.
Necrotic Replenishment	56	Staff	2 sec.	6 sec.	—	Transfers health from the Necromancer to the pet.
Necromantic Insignia	56	Staff	2 sec.	25 sec.	—	An augmentation for the Necromancer's minion that grants it a chance to decrease an enemy's poison and disease resist every time it attacks or receives damage. Any enemy defeated while under the effects of the impairment has a chance to summon a spell component for the Necromancer.
Minion's Stance: Grisly Ward	56	Staff	3 sec.	0 sec.	—	An augmentation cast on the Necromancer's minion that places them into a defensive stance, increasing their trauma resistance, hate generation, and granting them a damage shield that drains health from an attacker, at the cost of decreased attack speed. This augmentation cannot be stacked with an offensive stance.
Devour Vitae	55	Wand	2 sec.	20 sec.	—	Slowly drains the life of the Necromancer's minion and converts it to power over time for the Necromancer.
Teachings of the Shadow	54	—	3 sec.	10 sec.	50 m	A group augmentation that increases Stamina and Intelligence for the Necromancer's group and their pets.
Rending Fury	54	Wand	1 sec.	10 sec.	—	A minion augmentation which grants a chance at berserking the minion in combat. This increases their attack speed and combat attack damage.
Minion's Stance: Voice of the Departed	53	Staff	3 sec.	0 sec.	—	An augmentation cast on the Necromancer's minion that places them into an offensive stance, granting a chance to drain health from an enemy to the minion with every attack and spell, increase their attack speed, and increase minion casting skill, at the cost of decreased defense. This augmentation cannot be stacked with a defensive stance.
Abominable Mark	53	Flame	1 sec.	0 sec.	25 m	Drains the target's Stamina and Wisdom, adding it to the Necromancer's benefit. An essence of anguish is granted if the afflicted enemy dies while under the effects of this spell.
Fright	52	Wand	1 sec.	30 sec.	25 m	Forces target to flee in fear. The fear effect has a chance to break each time the target is attacked or cast upon.
Diseased Servant	52	Star	10 sec.	0 sec.	—	Summons an undead fighter to obey the Necromancer.
Blighted Pack	51	Star	2 sec.	45 sec.	35 m	Summons a pack of rotting hounds on the Necromancer's victim.
Torrential Plague	50	Star	3 sec.	9 sec.	10 m	Deals disease damage over time to the targeted enemy and surrounding encounter members.
Siphon Life	50	Wand	2 sec.	9 sec.	35 m	Deals disease damage to the enemy and transfers a portion of this damage to the Necromancer's health.
Lich	50	Staff	3 sec.	0 sec.	—	Changes the Necromancer into a lich, allowing the slow conversion of health into power over time. All of the lich's disease-based hostile spells siphon additional health from the target and adding the health to the lich.
Stench of the Grave	50	Flame	2 sec.	45 sec.	35 m	Summons a ghastly zombie to attack the Necromancer's victim. Any nearby enemies will suffer disease damage over time until the ghastly zombie is slain.



Brasse's Atlas

Herein you'll find the meat of the guide: complete maps for vast stretches of sun-blasted rock, taking you from the paved byways of the great city of Maj'Dul to the dank recesses of the Vault of Dust (and nearly everywhere in between!).

Each map is outfitted with a travelogue of sorts, to give you a jump-start on familiarizing yourself with the points of major interest scattered throughout the various sections of the *Desert of Flames*. Each zone is listed *alphabetically* for easy referencing.

We suggest you start your adventures with the Maj'Dul section simply to get a feel for what awaits you in the *Desert of Flames*.

Immediately following Brasse's Atlas is the Quest Log. Therein you'll find more than 150 quests laid out in step-by-step fashion, leading you through the various adventures at hand. Again, as was the case with the Atlas, these sections are set in *alphabetical* order by zone for easy referencing.

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NORRATHIAN LORE: THE WINDSISTER HARPIES

We are children of the sky, sisters in the wind.

Proper Name: Harpy, Harpies, WindSister

Founder/Leader: Hadil WindSister

Racial Homeland: The Pillars of Flame

Base of Operations: Sun Spires

Mythical Creator: Unknown

Faction Enemies: The Djinn of Ro,

Racial Language: Screechsong

The Rujarkian Orcs

The screeching presence of harpies is a familiar facet of the wilds of Norrath. Within the Desert of Ro, however, a special clan of these half-bird, half-woman monsters have taken up residence. The Windsisters are a tight-knit tribe of especially hateful bird women who seem to be bent on dominating the rocky spires of their home.

Behavior

The Windsister harpies prefer the higher ledges and rock towers of the Pillars of Flame. They seldom enter the narrow confines of the valley floor, preferring to leave that area to the warring goblins and orcs. This does not mean, however, that they are above swooping down to strike at vulnerable foes or steal valuables left out in the open. Part scavenger, part hunter, the harpies seek to take advantage of every opportunity that presents itself.

Culture

The Windsisters' culture is a tribal matriarchy. Various elder sisters rule the local roots while kowtowing to an ancient brood mother. Every member harpy has the ability to lay self-fertilized eggs under the supervision of an elder sister. In the harsh reality of harpy life, these eggs are often cannibalistically consumed as food by the tribe during hard times or shattered during the nearly constant bickering between the members of the tribe.

Politics

The harpies essentially serve as the humanoid vultures of the region. Always pragmatic, they wait to cruelly take advantage of an enemy's weakness. Although intelligent, they rarely debate or negotiate. When they do speak with outsiders, it is usually just a ploy. Because of this, they are universally hated within Maj'Dul and hunted as easy sport.

Personalities

Hadil WindSister: She is the leader of the Windsister harpies. The harpies' story is the familiar tale of love gone wrong. Originally beautiful, strong, and warrior-like, Hadil attracted the attention of a powerful djinn (though not the Djinn Master) who courted her with many riches from the Plane of Sky. Hadil began to love the riches more than she cared for the djinn. Realizing that she had become greedy, the djinn offered her two vials: if she drank from one, she would forever be as beautiful outside as she was within, but if she drank from the other, she would have endless wealth. Hadil was so greedy, she drank both. Her beauty, and that of all the Windsisters, became corrupted. As for the wealth, the harpies can only obtain it by scavenging from the endless creatures that die in the harsh environment. Hadil was so enraged by the djinn's trick that she withdrew to the Crags with the other Windsisters, where they nurse their hatred for the djinn. The harpies are bitter and resentful, taking out their anger against whatever comes their way. The harpies do not blame Hadil's greed for their current state, but rather the fact that the djinn tricked her.

Ruqayya

Ruqayya likes to play with her food. Many years before, when she was still beautiful, Ruqayya met Mudeef and fell in love with him. He used her feelings toward him to learn many secrets, but he did not reciprocate her feelings. When the Hadil's greed caused the harpies to change, Ruqayya could not bear to have Mudeef see her again. She is still interested to know what he's doing and would like to send word to him that she is still faithful to him. Players who refuse to pass along her greetings will find themselves with bad harpy faction.

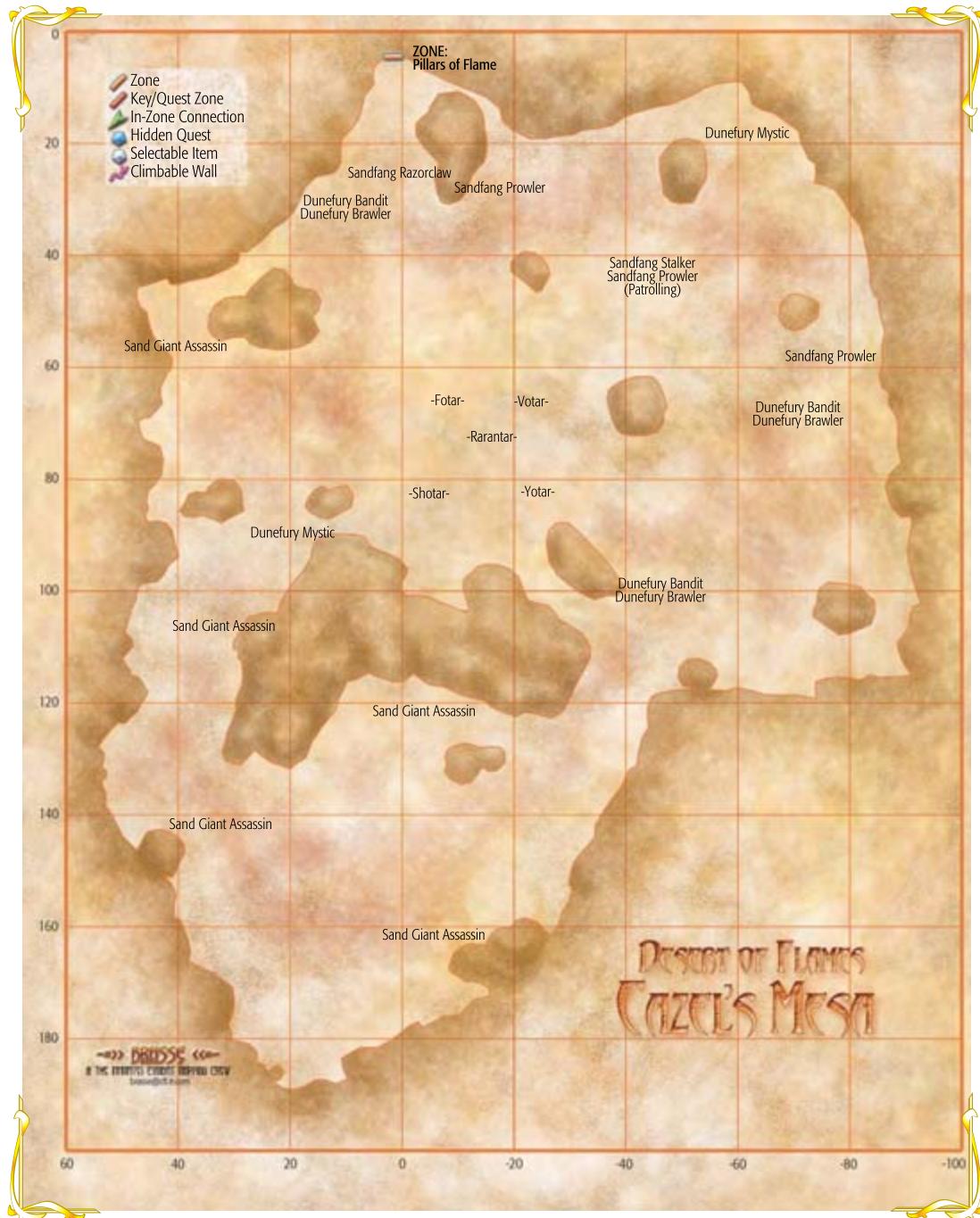
THE CAVE OF KNOWLEDGE



The Cave of Knowledge is easy to miss with casual exploration. To enter the Cave of Knowledge, find the tunnel in the ocean beneath T'Narev in the Pillars of Flame. A ways down the tunnel is a door labeled "The Halls of Discipline," but if you click on it, you also get the choice to enter the Cave of Knowledge.

Near the entrance from the Pillars of Flame are a couple of NPCs that need some help. **Jiang Li** sends you to gather ingredients while **Feng Slow Fist** needs some help in speeding up his fists. Down the tunnels to the southwest are a couple of monks under tents. **Shu Sun** hands out a quest and you can search the bookshelves behind him for some books to read. Explore the tunnels throughout the Cave of Knowledge and you also run into a wide variety of wildlife. The southeastern tunnels are crawling with cobras and occasionally, **King Cobra** spawns in the cavern at the end. Plenty of sabertooth cats roam around, including **Omnushan**, who roams in one of the western tunnels after you accept Shu Sun's quest.

CAZEL'S MESA



Cazel's Mesa is tucked away in the southern cliffs of Giant's Field in the Pillars of Flame. No special requirements are needed to enter, but it's a good idea to go in with a group you know and trust. Cazel's Mesa is a small enclosed area crowded with giants, sandfang cats, and unusually large cyclopes. Once you enter Cazel's Mesa, be ready to stay through to the end, because if you leave, you're locked out for a long time.

You enter at the north end of the map and danger isn't too far off. From the entrance alone you can see a group of large, named cyclopes. **Rarantar** and his band of named goons stand visible off in the distance, but the immediate dangers are the patrolling sandfangs and lesser cyclopes near the entrance. Before you tackle the named mobs, clear the area leading up to them to give yourself room to fight. After you defeat Rarantar, back up to safety quickly if you're hurt because **Darantar the Tamer** spawns in his place. Think you're done? Look behind the rocks in the center of the mesa to find **Cazel the Mad** flanked by a couple of **Rarantar Revived**. It's hard to tell if Cazel is really crazy or just angry, but clear the area of lesser mobs before tackling him.

NORRATHIAN LORE: ALLIZ RAEF EW, LIZARDMEN

The Great Maw will devour all!

Proper Name: Alliz Raef Ew

Racial Homeland: Desert of Ro

Mythical Creator: A subspecies of the lizardmen created by Cazic-Thule

Racial Language: Thulian

Also known as sunlizards, the Alliz Raef Ew of the Anvil of Ro region in the Desert of Ro are a distinctly different species of the lizardmen found serving the Temple of Cazic-Thule. While the two types shared a common past, the desert dwelling species have adapted to the rigors of life in a nearly waterless environment. Fiercely tribal, they protect a series of large caves beneath the sweltering salt flats, using all intruders as a ready source of food.

Origin

The Alliz Raef Ew are descendants of lizardmen originally enslaved to serve in a division of Rujarkian Army of the Second Rallosian empire. When the attempt to conquer the free cities failed, the lizardmen turned on their orcish captors, devouring their way to freedom and retreating across the Razorrock Ridge into the Desert of Ro. The searing strength of the Greenmist (and the still potent anger of the Avatar of Fear) prevented them from returning to the service of their faceless god. Essentially outcast, these lizardmen remained in the desert as their former orcish masters hid within the rocks of the Rujarkian Hills.

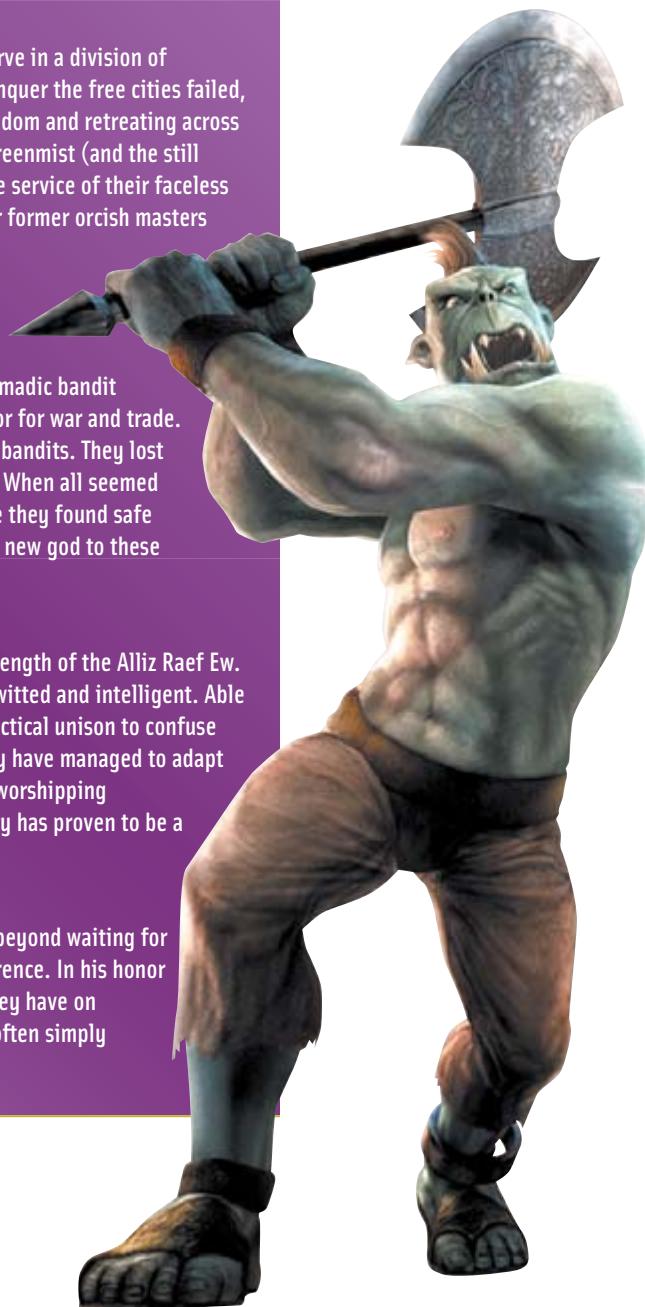
In the desert the Alliz Raef Ew were out of their environment. Many began to perish under the searing gaze of the sun. Their numbers dropped and thoughts of cannibalism began to cross the minds of the reptilian tribe. What was left of the tribe soon came under assault by nomadic bandit tribes of man that desired to skin the tribe and use them to fashion armor for war and trade. For weeks, the Alliz Raef Ew fought off assaults and were tracked by the bandits. They lost some of their ranks to small raids. They could not withstand much more. When all seemed lost they discovered the underground caverns of the Oasis of Marr. There they found safe haven from the dangers above as well as a great beast, the Great Maw, a new god to these lizardmen of the dunes.

Culture

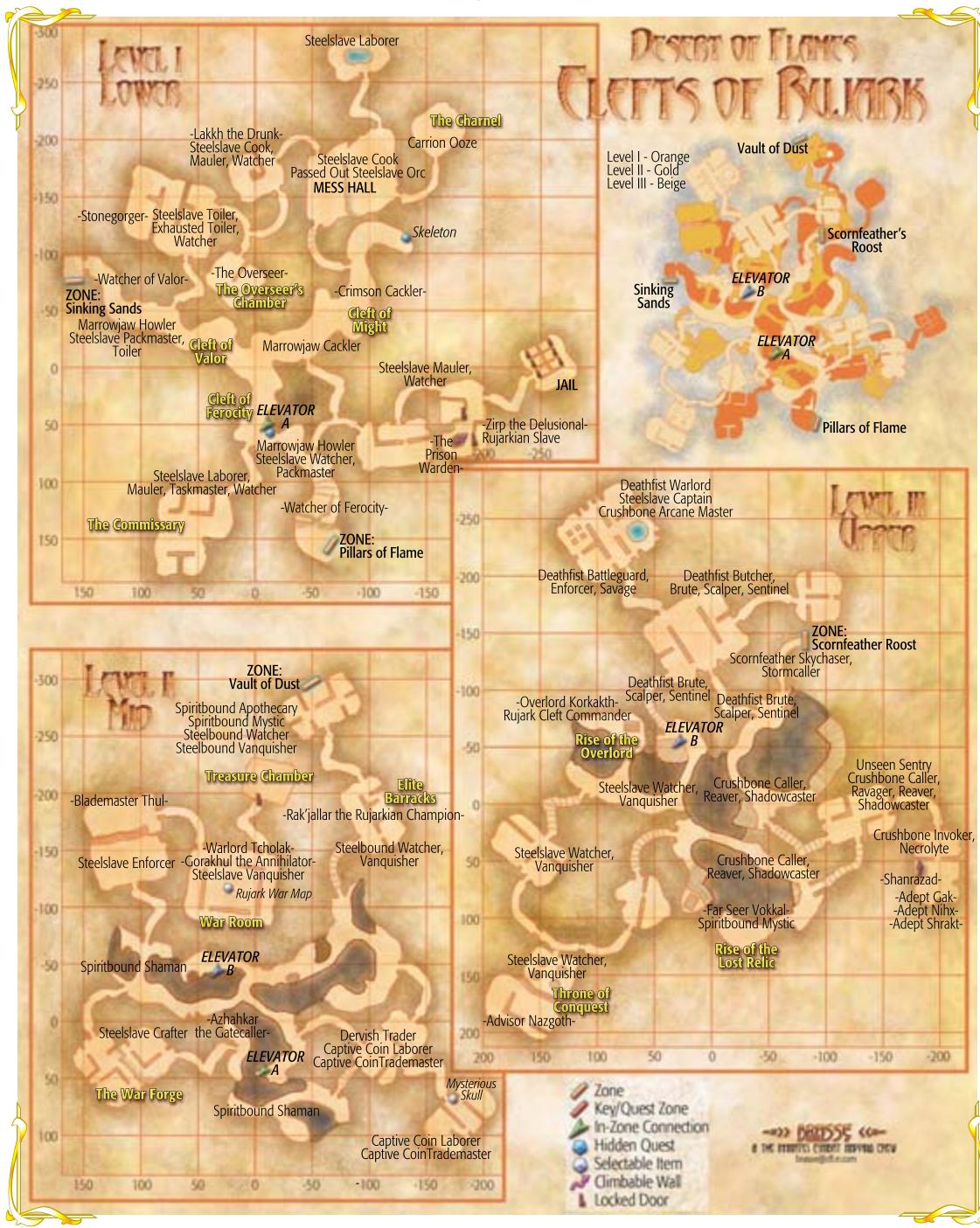
The centuries of cataclysm and disaster have refined the cunning and strength of the Alliz Raef Ew. Unlike their jungle-dwelling cousins, these desert lizardmen are quick-witted and intelligent. Able to sprint at incredible speeds across the hot desert floor, they work in tactical unison to confuse and overwhelm their foes. Despite their relatively primitive culture, they have managed to adapt the magic and knowledge of their enemies into a hybrid form of sun-worshipping shamanism. This mix of primal divine magic and adapted arcane sorcery has proven to be a formidable combination.

Politics

Despite their raw intelligence, the Alliz Raef Ew have no real ambitions beyond waiting for the return of Cazic-Thule. They do regard the Great Maw with great reverence. In his honor they protect his sacred oasis and protect his crocodile minions. While they have on occasion negotiated with various envoys from Maj'Dul, they have more often simply devoured any visitors.



CLEFTS OF RUJARK



The Clefts of Rujark can be entered from the Pillars of Flame as well as the Sinking Sands. The Clefts of Rujark can be divided into three separate levels. You can travel between levels by using the two elevators or by dropping to a level that's below you. But before you can use the elevator, you need to complete the quest from the switch at the base of the elevator to get a key from the **Overseer** in the **Overseer's Chamber**.

LOWER LEVEL

Whether you enter from the Sinking Sands or the Pillars of Flame, you arrive at the lower level of the Clefts of Rujark. The Pillars of Flame entrance is in the south and the Sinking Sands entrance is to the west. The elevator to the second level sits between the two entrances. After you start the quest at the elevator's base, slay the **Overseer** in the **Overseer's Chamber** for the key.

MIDDLE LEVEL

The second level's main attraction is the **War Room** where a few named orcs spawn and drop keys to treasure chests in the **Treasure Chamber** just north of the War Room. To the far north of the second level is the entrance to the **Vault of Dust**. South of the elevator from the lower level is the elevator to the upper level.

UPPER LEVEL

The upper level of the Clefts of Rujark is home to many of the named orcs in this zone. All the named orcs drop keys to their treasure chest in the Treasure Chamber. In the southeast corner is **Shanrazad**, a trapped djinn who needs your help. The zone to **Scornfeather Roost** lies in the northeast quadrant and doesn't have any special requirements for access. In the southwest corner is the **Throne of Conquest**, the seat of **Advisor Nazgoth**.

NORRATHIAN LORE: ANASHTI SUL

The Undying

Status: Unknown

Plane of Existence: Unknown

Entity Rank: Deity

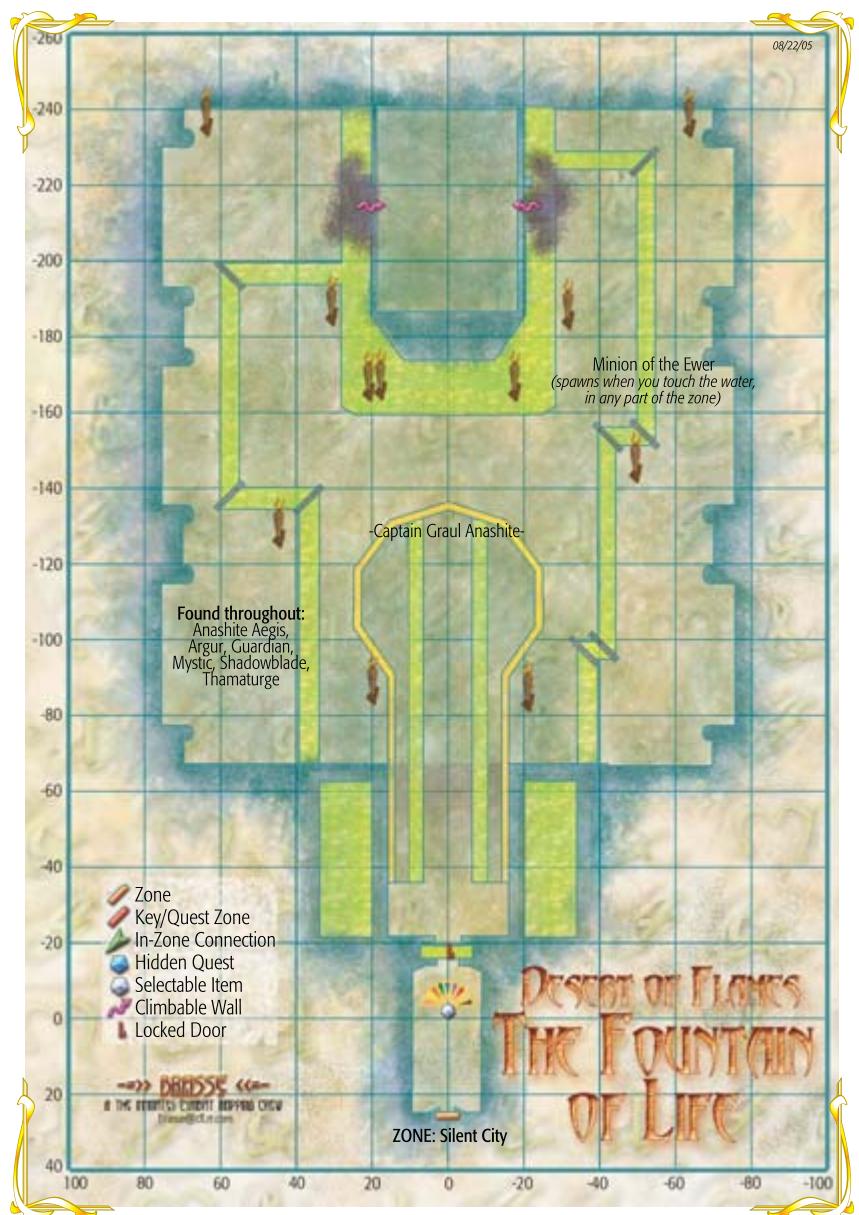
Worshippers: Anti-Healers, Morticians, Undead, Vampires

Anashti Sul is a mystery in the world of mortals. Her name has slowly trickled through the mortal realms. Whispers of the god of undeath, the Undying, began to be passed from tongue to tongue. Some called her a god of death, some a god of immortality. Her true history and origin are unknown on the world of Norrath.

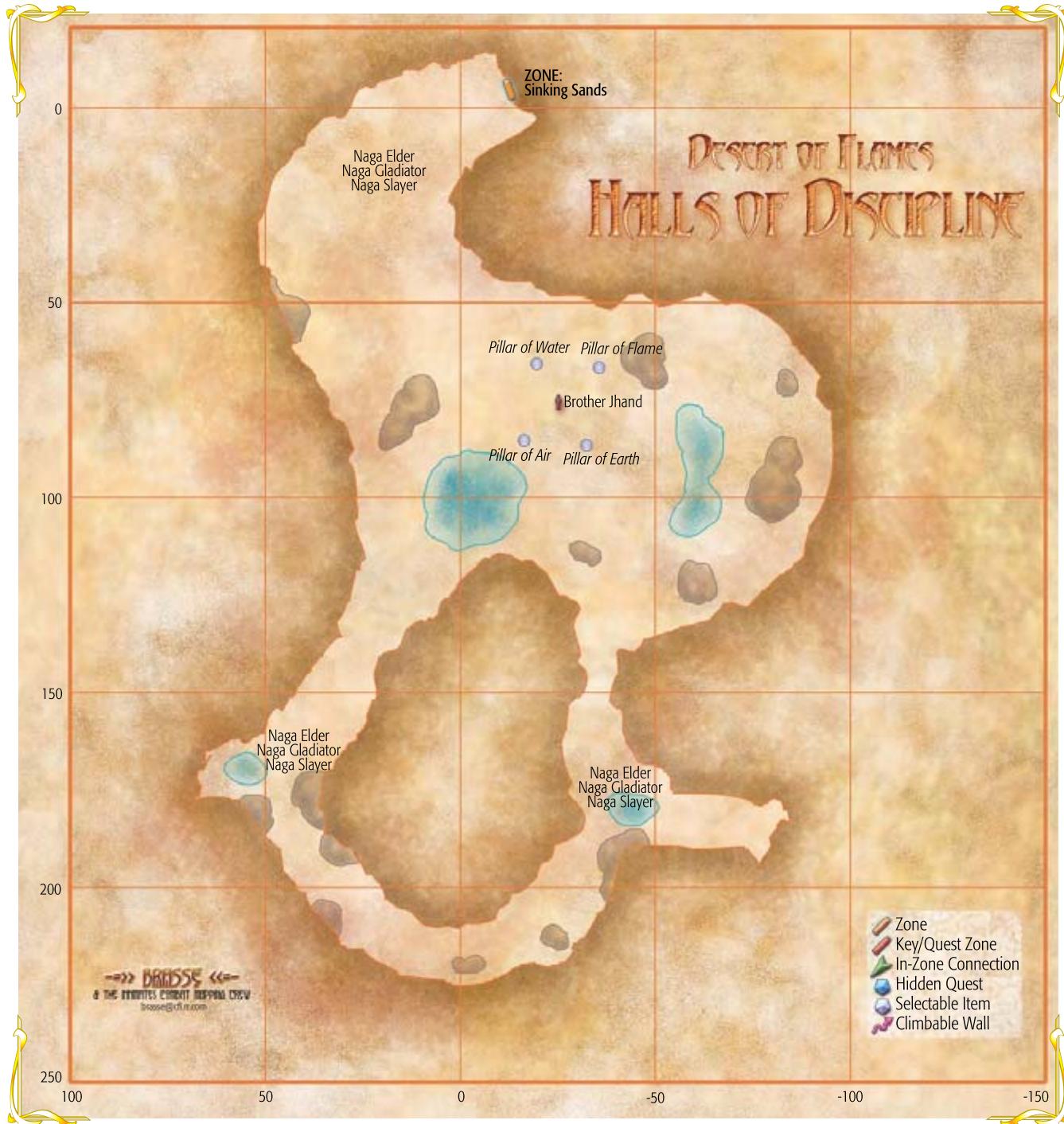
THE FOUNTAIN OF LIFE

The Fountain of Life is accessible from Temple Court in the Silent City. When you first enter the Fountain of Life, you're faced with a door with some slots in the ground. To pass beyond the door, you need to collect the correct pieces to fit into the ground.

Once you're on the other side of the door, you need a few groups to defeat the mobs inside. The most noticeable creature when you enter is **Captain Graul Anashite** who stands in the middle of the room. The liquid running throughout the room summons a **Minion of the Ewer** if you touch it. If you manage to kill Captain Graul Anashite, another group of named mobs appears behind where he stood. Beyond them are a couple of climbable walls on either side of the central structure. The only problem is that black smoke prevents you from climbing to the top. To climb to the top, you need to find a way to disrupt the power of the ewer.



HALLS OF DISCIPLINE



The Halls of Discipline is in a tunnel in the ocean beneath T'Narev in the Pillars of Flame. Further down the tunnel is a door that leads to the Halls of Discipline. Once you enter and leave, you're locked out for about 24 hours (real-time).

This zone is simply about protecting **Brother Jhand** while four pillars are attacked by naga. Once you speak to Brother Jhand and he begins to meditate, scan the cave for approaching naga. You can't attack them until they've attacked one of the pillars, so the pillars always take damage. After you defeat each naga, repair the damaged pillar by right-clicking on it. Brother Jhand meditates for a long time, but if you manage to save all the pillars, you're rewarded for your efforts.

NORRATHIAN LORE: ANUK THE GODKING

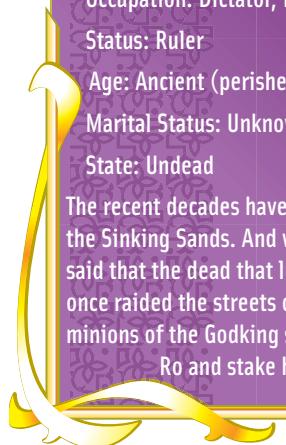
Characteristics

Race: Revenant
 Gender: Male
 Occupation: Dictator, Former Cult Leader
 Status: Ruler
 Age: Ancient (perished at age 50)
 Marital Status: Unknown
 State: Undead

The recent decades have seen the rise of the living dead in the dunes of the Sinking Sands. And with this follows rumors of a Godking, Anuk. It is said that the dead that lumber across the sand dunes and the dead that once raided the streets of Maj'Dul during the Night of the Dead were minions of the Godking sent to spread his wrath upon the residents of Ro and stake his claim upon the desertland. To the people of

Ro, the Godking was nothing but the antagonist of ancient child's tales passed down from the Eldarians.

Long ago the Eldar Empire claimed the region of Ro and instead of arid deserts there were majestic woodlands that spanned the continental divide to the eastern shores of Old Antonica, then called Tunaria. This grand woodland fell and sand would take the place of green. In the early days of the sands of Ro there began to rise a children's tale told by nomads. The tale was intended to scare children from wandering off into the dunes. The tale spoke of haunts and zombies rising from a buried secret city that once existed in the Eldar Forest. These haunts would drag little children under the sand to forever live in a silent city, a city that was once beautiful and filled with the laughter of frolicking children. It was said that the evil king of the city, Anuk the Godking, missed the laughter and joyous revelry of children. He would spend his undeath seeking new residents to fill the streets of his now-entombed city of death. Or so the tale goes.



Access the Living Tombs from the northern oasis in the Sinking Sands. It's a dark and dingy place full of zombies and gnolls. Running through the different courts is an aqueduct system that transports an eerie green liquid. The liquid isn't harmful to the touch, but the creatures surrounding it can be deadly. Deep in the Living Tombs is the entrance to the **Silent City** but don't expect to just go traipsing in; you need to complete the access quest given by **Jinja the Swift** near the entrance from the Sinking Sands.

THE COURTS

The **Trade Court** is the first court you reach as you enter from the Sinking Sands. You arrive on a dried-out aqueduct and must drop into the nasty liquid below to reach the main area of the Trade Court. The court is crawling with a mixture of zombies and gnolls. The tunnel to the **Residence Court** is in the southwest, just below where you dropped down from.

The Residence Court is large and has many dangers to avoid (or eliminate). In the pit in the southeast of the court are skeletal serpents, while the rest of the court teems with the undead and more gnolls. The building in the court's center has a climbable wall covered in oil that must be burned off before you can actually climb it. The other two climbable walls on the north side of the court lead to another aqueduct that leads to the **Priestess' Court**.

The Priestess' Court is another large court just north of the Residence Court. **Urzyd the Undying** stands in the pool in the northwest for those searching for raid action. The building directly east of Urzyd has a bunch of zombies bowing to something in the building. Slay them and move the canopic jar in front of the face in the wall to spawn some special friends.

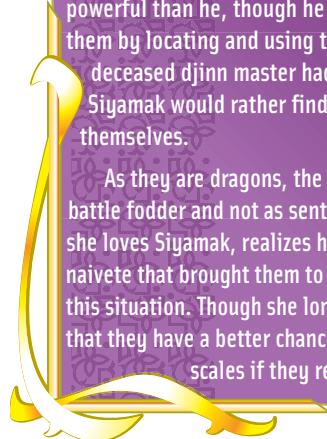
To reach **Statue Court** from the Priestess' Court, climb to the top of the southernmost building and use the aqueduct to get to Statue Court. The end of the aqueduct that leads into statue court ends abruptly over a large pool. To reach the door to the Silent City, you need to cross over to the aqueduct on the opposite side of the pool.

NORRATHIAN LORE: BARAKAH, THE GOLD DRAGON

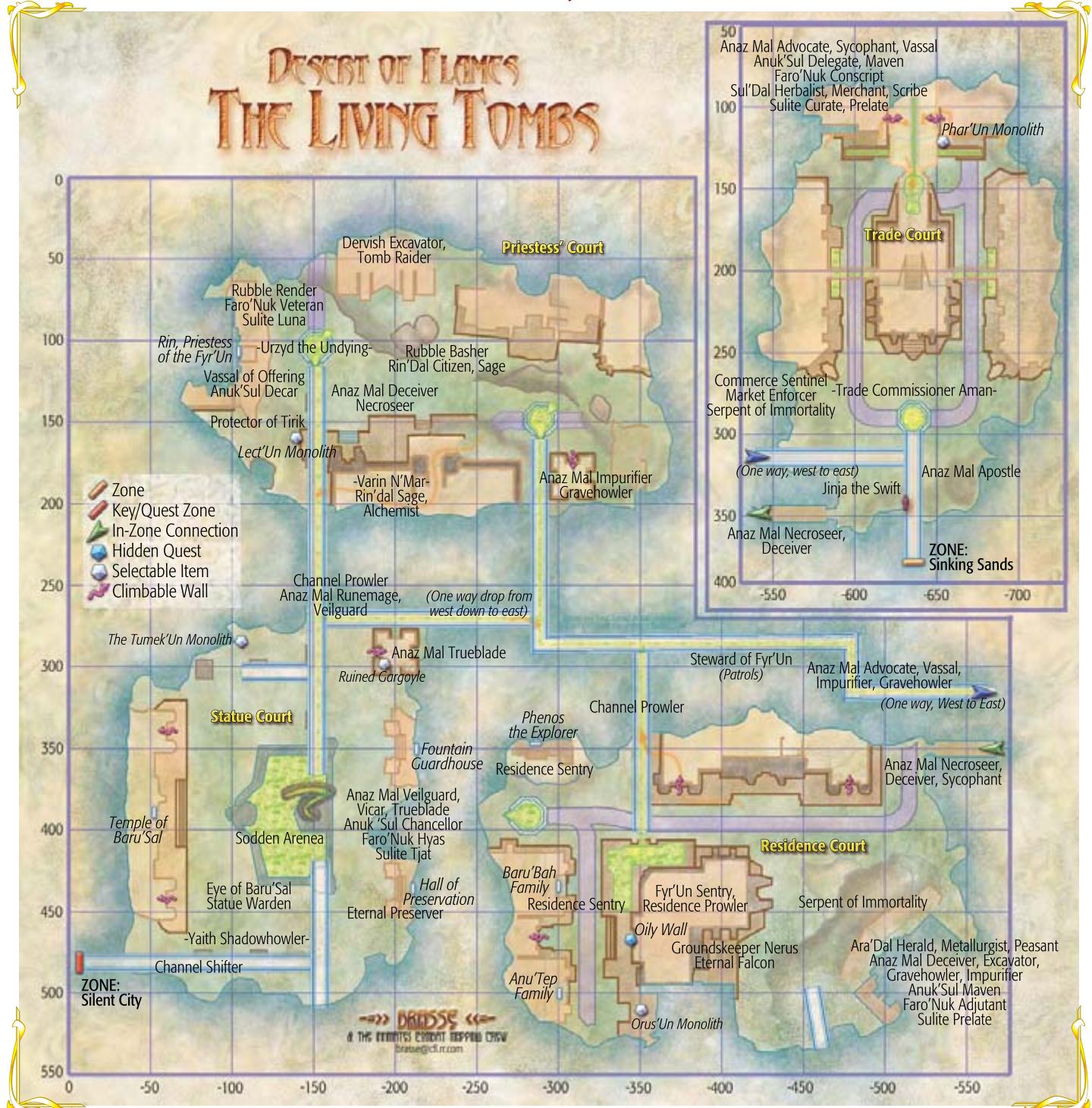
She is a strong, calm presence and well aware of her power. When she and her betrothed Siyamak fled the Plane of Sky, she believed they were going to a land that had escaped the turmoil that was disrupting the Planes. Instead, due to the deceit of the djinn master in power at the time, Barakah found herself and Siyamak unable to control the shifting of their shapes.

Though she and Siyamak ultimately destroyed that djinn master, another one soon rose to power in the Shimmering Citadel. The current Djinn Master is more wary of the Twin Dragons. Together they are more powerful than he, though he believes he can control them by locating and using the missing scales that the deceased djinn master had obtained. Barakah and Siyamak would rather find and destroy the scales themselves.

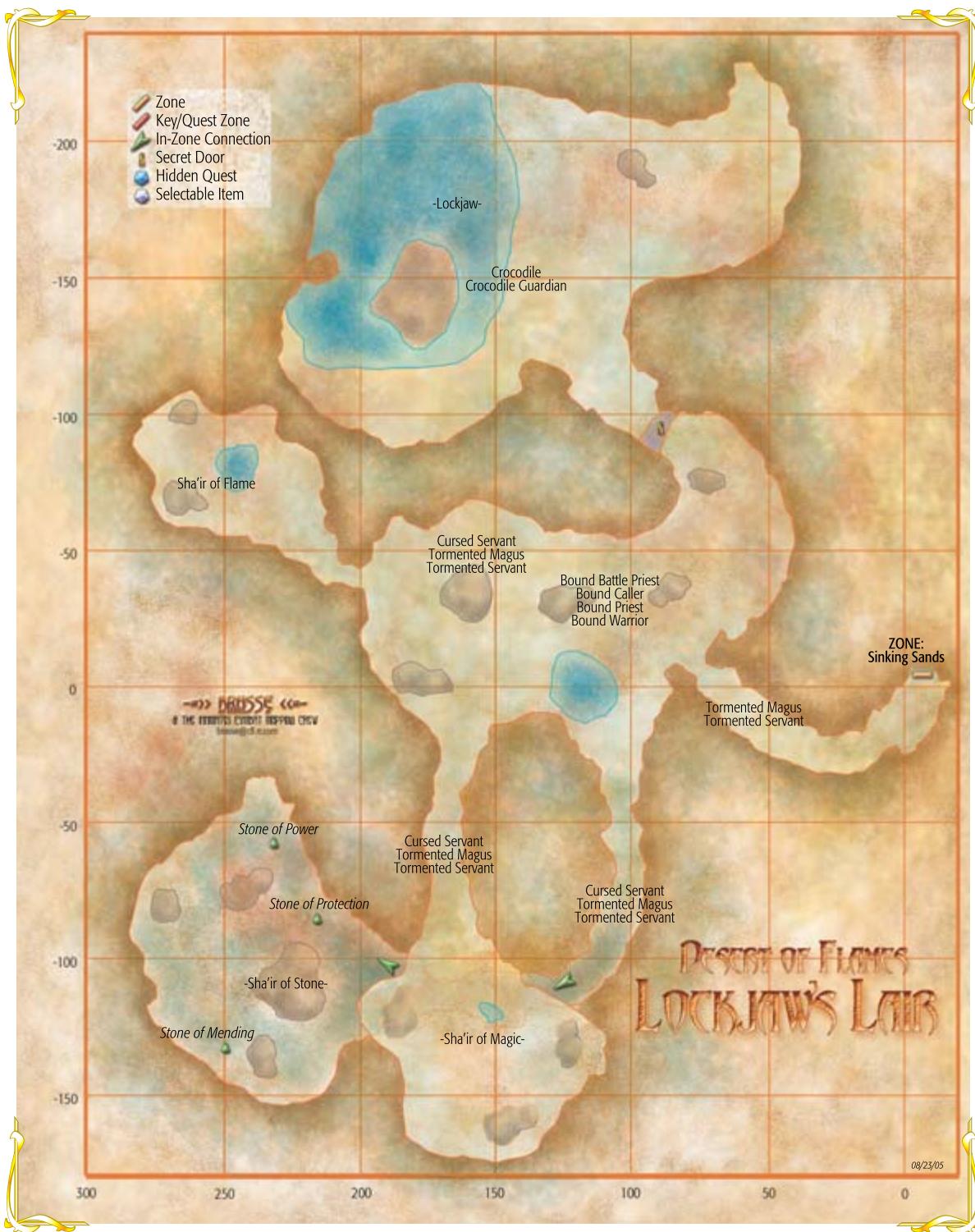
As they are dragons, the Dervish see them only as battle fodder and not as sentient beings. Barakah, while she loves Siyamak, realizes he is too trusting. It is his naivete that brought them to this place and put them in this situation. Though she longs to be with him, they know that they have a better chance of locating the missing scales if they remain apart.



THE LIVING TOMBS



LOCKJAW'S LAIR



The entrance to Lockjaw's Lair is in the Croc Caves of the Sinking Sands. Look for a clickable rock in the largest pool of the caves to enter Lockjaw's Lair. Once inside, you're faced with a bunch of caverns connected by twisting tunnels. The main cavern has tunnels that lead into three smaller caverns. Each of the smaller caverns has a named sha'ir in it. The **Sha'ir of Flame** is in the northwestern cavern while the **Sha'ir of Stone** can be found by going down the southeastern tunnel. The last named sha'ir, the **Sha'ir of Magic**, hangs out in the cavern down the southwest tunnel.

Northeast of the large cavern is an odd-looking door that turns out to be a secret door into the chamber with **Lockjaw**.

MAJ'DUL

FRIENDS, FOES, AND GUARDS THAT TRY TO MOW YOU DOWN: A TRAVELER'S GUIDE

Maj'Dul Housing:

- A Affluent Maj'Dul Residence (3 rooms)
- B Large Maj'Dul Residence (3 rooms)
- C Maj'Dul Merchant Apartment (2 rooms)
- D Maj'Dul Mercenary Apartment (2 rooms)
- E Small Maj'Dul Apartment (1 room)
- F Simple Maj'Dul Apartment (1 room)

TO THE COURTS OF MAJ'DUL.

Ai-Abu the Agile
(Has numerous spawnpoints)=> DRADES <=>
@ THE FERMITES EXPERT TRAPPING CREW
brasse's club.com

(Upstairs) Barter Lord Feth Ardala

Barter Lord Tum Jal'Daris
Merchant Eorim

Merchant Ana-asha

Guard Tower

Guard Tower

Maridia

Monkey

Merchant Aldywar

Merchant Terefala

Shan

Te'Toa the Terrible

Terrorantula Thug

Darzi Serdoa

(under Palace)

Mender Ahman

Excited Gambler

Captain Yuleed

Perdition

Guard Tower

Kwi'the Il'zhe

Midday Market

Zeke Two-Tone

Fortune Tellers

Guard Tower

Abil Fariq, the Monkey Handler

Camel Dealer Ha'kal

Camel

Found throughout:

Sha'ir (flying overhead)

Beggar

Citizen of Maj'Dul

Dervin Denizen

Devish Thug

Dervish Thief

Heat-Crazed Prophet

Rat Thief

Tears Grifter

Coin Guard

Blades Guard

Truth Guard

Gilded Twilight Terrace

Affluent Citizen

Coin Bodyguard

Barakah

Well Kept Elephant

Cheering Fan

Pit Champion

Preceptor Kamal

(Wanders)

Cheering Fan

Scorpion-Singesting-

Preceptor Jazeel

Champion's Court

Guard Tower

General Cabaar

Zahr Shabao

Captain Aziz

A Blades Historian

(Wanders)

Guard Tower

Zone

Key/Quest Zone

Notable NPC

Merchant

Climbable Wall

Ai-Abu the Agile

(Has numerous spawnpoints)

Guard Tower

Guard Tower

=> DRADES <=>

@ THE FERMITES EXPERT TRAPPING CREW

brasse's club.com

Monkey Elephant

Captain Fayiz

Seeker Abdeef

Nazheem

Gaazahl the Merchant

Gigglegibber Goblin

Gamblin' Game Vendor

Copier Fuazi

Fezi

Antiquator Kantus Mor'Tael

Glory

Champion Korza

Power

Baruuq

Outcast's Ledge

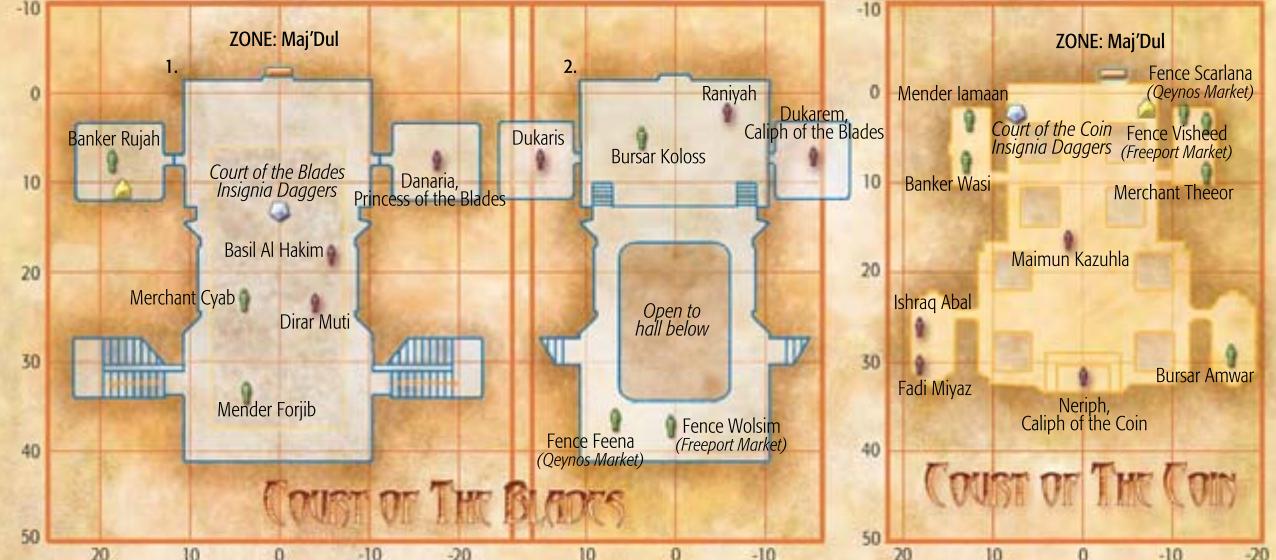
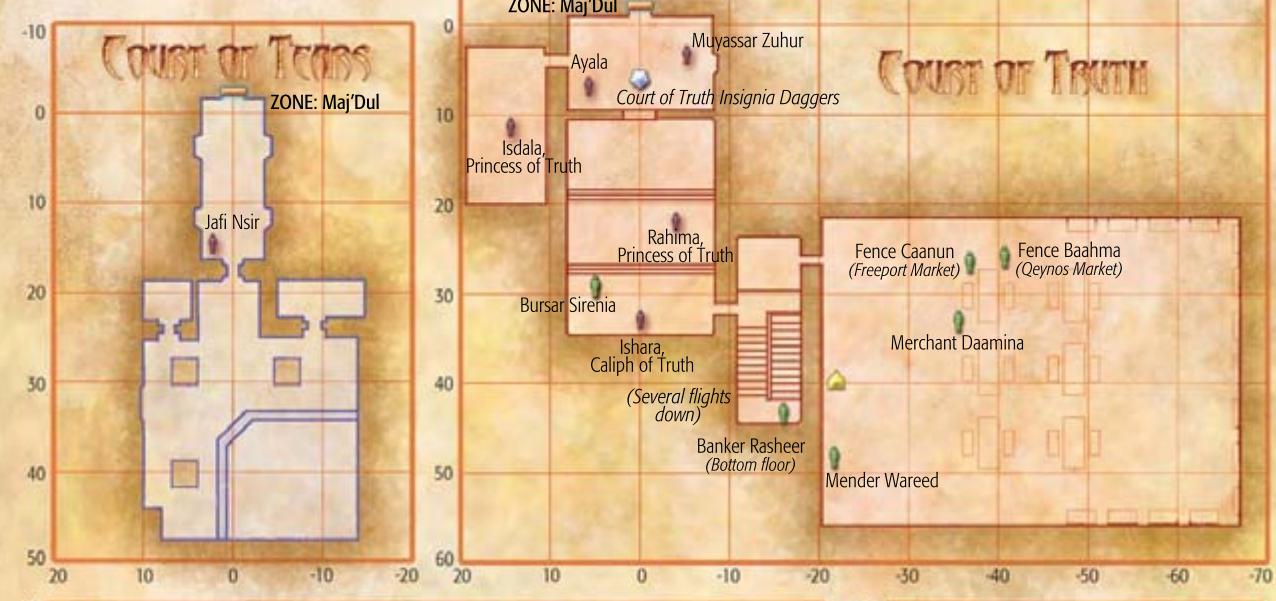
Siyamak

Shalabaz the Mad

(Has numerous spawnpoints)

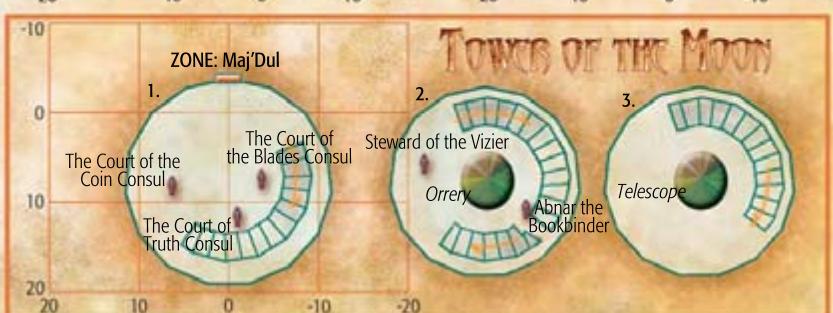
Guard Tower

Desert of Flames The Courts of Maj'Dul



- Zone
- Key/Quest Zone
- In-Zone Connection
- Hidden Quest
- Selectable Item
- Climbable Wall
- NPC
- Merchant/Banker
- Mailbox

→→ DRASSÉ ←←
THE FERVENT EVERQUEST MAPPING CREW
dassse@att.net



One of the most important decisions for you and your guild starts before you even begin thinking about entering Maj'Dul. Even as you descend the dock into the Desert of Flames, your first few interactions with NPCs and quests gained can set you on a new path based on faction. Will your choices be the right one for you and your guild? Shall it be Coin, Truth, or Blades?

Court of the Blades is heavily militant, guarding against external threats to the city. Creating and enforcing the law gives the Court of Truth a keen interest in their Arena Champions. Mercantile and banking interests are mainly found in the Court of the Coin. Head over to the Tower of the Moon for a more neutral area of Maj'Dul and within you can find someone to purchase your faction coins, giving you positive faction toward your chosen court for each coin turned in. Find these coins on the guards and citizens of Maj'Dul, but remember: spilling blood is forbidden and the sha'ir will come for you if you're caught doing so.

Picking a faction is no easy task. While each offers you roughly the same benefits within Maj'Dul, each comes with its own reward and quest paths through the Desert of Flames. Picking the wrong faction might even set you apart from your guild or lifelong friends. You can return and change your faction, but this is no easy task. You can even play it safe and wait awhile before picking your faction, see the town, fear no guards, and enjoy Maj'Dul as one of the court-less neutral visitors.

Picking a faction makes you an enemy of rival factions and can make travel within Maj'Dul a dangerous task. Shortly after starting down any of the faction paths, you find your travels within Maj'Dul slowed, as guards from rival courts attack on sight. While this can lead to good experience for you and your friends, fighting in the streets of Maj'Dul is against the law and you might just anger one of the carpet-riding sha'ir, keepers of the law.

Guards patrol the city of Maj'Dul from all three courts, but with some time and effort, you and your friends can change all guard towers to your own court's protection. Doing so removes the rival guards from Maj'Dul but also calls into being the Protector of the last Court's Tower you changed to your own. These protectors are ancient and best left alone, but they make for a very challenging fight if your guild is up to it.

Common Perks for All Three Courts

Within each palace, you find these benefits available:

Mender

Merchant

Banker

Freeport Broker

Qeynos Broker

Kindly

One-room residency license*

Apprentice 2 subclass spells/
combat arts levels 51–53

Warmly

Two-room residency license*

Apprentice 2 subclass
spells/combat arts levels 54–56

Ally

Three-room residency license*

Apprentice 2 subclass

spells/combat arts levels 57–60

Advanced Trade Skill recipes
(Outfitters, Scholars, and
Craftsmen)

* This one-time license is good
even if you fall out of favor with
the faction you bought it from and
join another.

Unique Perks Sold on the Court's Bursar

At kindly, you can purchase an
Arena Champion. See the Arena
Champions chapter for more info.

Luresong (Blades)

Harbinger (Truth)

Tempest (Coin)

At kindly, you can purchase these
house pets:

Cobra (Blades)

Djinn (Truth)

Leopard (Coin)

At ally, you can purchase another
Arena Champion:

Avenger (Blades)

Bedazzler (Truth)

Sandstorm (Coin)

At ally, you can purchase these
mini-sphinx house pets:

Hieraco Sphinx (Blades)

Sphinx (Truth)

Crio Sphinx (Coin)

At kindly and ally, you can
purchase various armor pieces.
These include chest and legs, and
your chosen court determines the
name and color of the armor:

Blue, "of the Vanquisher"
(Blades)

Red, "of the Preceptor"
(Truth)

Gold, "of the Enforcer" (Coin)

The final quest given to you within
your court earns you a title,
allowing all to know which court
you have chosen.



The city of Maj'Dul is where it all happens. Beggars fill the streets with requests for coin while merchants hawk their wares at the city's many markets. The main draw of the city is of course the **Arena Games**, but there is plenty to see and do among the citizens of Maj'Dul. Watch your back at all times while exploring, as the three courts vie for control of the city and none of them are particularly friendly to visitors.



NORRATHIAN LORE: MUDEEF, VIZIER OF MAJ'DUL

The vizier nominally rules over Maj'Dul from his palace overlooking the citadel. In truth, he is much more concerned with power and revenge.

Mudeef was once an adventurer who sought the secrets of the planes. He came upon a bard who knew an ancient song of Veeshan, with which he could grant access to the dragon goddess's domain.

Once inside the Plane of Sky, Mudeef could tell that all was not right. Lacking Veeshan's influence, the plane itself was collapsing. He came upon the floating palace of the djinn. In the court of the Djinn Master, Mudeef was welcomed warmly. The master gave Mudeef a golden box of great value, thanking him for his visit.

Upon his return to Norrath, Mudeef joined his friend Ahkari in the citadel of Maj'Dul. When he opened the golden treasure box, Mudeef released a djinn that had been trapped within. The djinn swore an oath to Mudeef to forever remain in his service for freeing him. The djinn explained that this same obligation would hold true for any djinn that was freed from the Plane of Sky.

Mudeef told the djinn of the song that had granted him access to the Plane. The djinn told the conjurer how to build upon that magic and summon the entire citadel to Norrath, giving him an invincible army to command. Eager to gain this power, Mudeef journeyed to the desolate region known as the Pillars of Flame and wove the spell that would pull the citadel through to the material plane.

After a long and arduous process, he was successful in opening a gateway to the Plane of Sky and pulling the Shimmering Citadel through. When he returned to the court of the Djinn Master to take command of the palace, the gnome was mocked by the powerful being. Mudeef has been used as a pawn by the Djinn Master to gain access to the material plane and there was no oath of servitude as the trapped djinn had claimed.

Upon his return to Maj'Dul, the furious Mudeef found out that at least one part of the djinn's story was true: the creature was bound to the golden box and could not escape to join the others of its kind in the Shimmering Citadel. Mudeef held the djinn captive as he plotted his means to exact revenge on the Djinn Master that had tricked him.

Mudeef now lives ageless in his tower, consumed by hatred for the Djinn Master and delighting in the torment of his captive djinn.

THE SULTAN'S PALACE

At the heart of Maj'Dul is the Sultan's Palace. This is where all the **Arena Games** happen. The arena is hard to miss as you must go past it to reach most areas of Maj'Dul. The entrance to the main arena is on the south wall where **Sumixum the Arena Master** stands. You can enter the arena by clicking on the door. If you don't have a champion to enter a champions game, Sumixum can provide you with one.

There are a few other entrances on the other sides of the arena. These entrances are open only to certain players who have fulfilled certain requirements. Usually entrance is granted by completing quests for your court, and they may send you in these alternate doors. If you have access to these other entrances, you'll know it.

THE COURTS

The **Court of Truth** is in eastern Maj'Dul. Players with enough faction with the Court of Truth may enter their clubhouse using the doors on the east side of the building. Down the stairs facing the building is **Outcast's Ledge** where merchants and various NPCs reside. **Antiquitor Kantus Mor'Tael** offers a nice line of quests once you complete the quest given by Shan in the Golden Scepter.

The **Court of the Coin** lies on the west side of Maj'Dul next to the **Midday Market**. To the south of the Court of the Coin look for **Zeke Two Tone** to start a quest that eventually leads to access to the Shimmering Citadel in the Pillars of Flame.

IMPORTANT PEOPLE OF MAJ'DUL

Ahkari: Founder of Maj'Dul, father of the Caliphs.

Ahkarem: Eldest son of Ahkari. Left Maj'Dul the night his father committed suicide.

Dukar: Second son of Ahkari. Given charge of the first Court of the Blades by his father. Killed by the scimitar of his own son, Dukarem, who wished to take his father's place.

Ishti: Third son of Ahkari. Given charge of the first Court of Truth by his father. Ishti was exiled from the city on technicalities of the law. Ishti died while wandering in the desert. Rumors whispered in the shadows suggest his son and successor Ishara was behind the change in laws that cast his father out. Ishti was responsible for the current aqueduct system below Maj'Dul that consists of Roman style engineering aided by magical means.

Omren: Fourth and youngest son of Ahkari. Given charge of the first Court of the Coin by his father. Omren had only one son but many concubines in his harem. Omren was killed by poison in his wine by a jealous harem girl, Kalila, who fell out of favor when a new younger girl joined the harem.

Vizier Mudeef: Erudite charged with holding the crown until one can be made ruler. His concern is maintaining the law pertaining to keeping the peace and preventing outright civil war. He is djinn wish-cursed and holds great contempt for the Djinn Master, over whom he has some power. Mudeef has a loyal following of mages who fly around the city on carpets to enforce the no-combat laws. Mudeef has also been known to send a djinn or two to high problem areas that the mages are unable to control. Mudeef owns three djinn bottles/containers that he can command.

Dukarem: Eldest son of Dukar and current Caliph of the Blade. Dukarem killed his father with his blade to assume the title. Dukarem is the most skilled swordsman in the city and most likely the continent. He only considers his own son Dukaris and his missing uncle, Ahkarem, as viable threats to his power. He also has a daughter named Danaria. Dukarem's court provides the essential protection for the city. Dukarem is well muscled, tanned, and bald with no facial hair.

Ishara: Eldest son of Ishti and current Caliph of Truth. Ishara forced his father out of his position and out of the city by establishing laws and ordinances that purposefully targeted the activities of his father, hence making his own father a criminal. Ishara is a master of the pit fights and works through the courts to gain sultanate. He lacks complete knowledge of the aqueduct system and fears if the system fails his court will be destroyed in the political backlash. Ishara has a number of daughters, but no sons yet. Isdala and Rahima are two of his daughters. Ishara's court provides the essential knowledge of laws, healing, and access to water for the city. Ishara uses Altaireanhk, a sphinx, in the pit games. Ishara uses the games to increase the power of the court. His goals are to raise the tax on water, healing, and learning, as well as limit these things to control who has access to them.

Neriph: Eldest and only son of Omren and current Caliph of the Coin. Prior to the death of his father, Neriph lived a privileged life and spent all his time obtaining luxuries. Neriph always put off the tutors and teachers his father tried bringing in for him to learn the ways of economy and commerce. Neriph was far from prepared when his father was killed and he ascended to take his place. Neriph is considered inept by all his advisors and heads of the bazaar, banks, etc. He has only been kept in place for now to serve as a puppet head. Neriph rightfully fears that if the Court of the Coin loses too much power to the rival courts that his death will be sought. To combat this, Neriph pays sizeable amounts of money to keep a large contingent of bodyguards close. Neriph's court provides the essential flow of money and goods (food, material, etc.) throughout the city. Nomadic tribes come to Maj'Dul for trade.

Dukaris: Eldest son of Dukarem. He is a very skilled swordsman, bested only by his father. Dukaris is very serious about his training to become the best. At this time he does not desire his father's seat, something his father doesn't believe so he keeps a very close eye on the actions of his son. Dukaris's concern is gaining prestige and favor in the eyes of the populace by being the champion/general who defends the city against the monsters.

Danaria: Daughter of Dukarem.

Isdala: Older daughter of Ishara. Isdala is very beautiful but also very vain. She is much sought after as a wife by all men of the city, all but the one she desires, Dukaris. She has tried very hard to get his attentions but she is largely ignored or dismissed by him.

Rahima: Youngest daughter of Ishara. Unlike most individuals in her privileged position, Rahima is very mindful of the situation most of the people in the city live in.

The Dark One: Mysterious Leader of the Court of Tears. He assassinated his way to the top. Tears is a strictly-for-profit group operating out of the slums of the city. They have no real political agenda; their goal is to take advantage of the general discord of the city through contracted assassinations. Its members largely consist of street rats and thieves who weren't accepted into the recognized castes of warriors, scholars, and merchants.

The Terrorgore: Upstart champion of the Arena Games. The Terrorgore is a name that was given to him when he was first forced to fight in the pits by a cruel slave master, Asadel, who now heads the largest bank in Maj'Dul. He was later won by a mysterious preceptor known only as "the Saracen." The Saracen and the Terrorgore now work together to champion laws that benefit the poor and needy in the city. He patiently awaits his vengeance on Asadel. He also takes great pleasure in winning a match that sees a law or property of Asadel's lost to his victory.

Maimun Kazuhla: Head of the Golden Scepter (barter house). He is one of a few men who work directly with Neriph to control the Court of the Coin. He could be a likely successor if Neriph were to perish with no heirs. Maimun is very ugly and is known to be greedy and cruel. Maimun encouraged Kalila with his flattery and sly tongue to kill Neriph's father, Omren, then later had her killed to hide his involvement. Maimun is smitten with Isdala, Ishara's daughter, and wishes her for his wife. Isdala wants nothing to do with him.

Asadel Yasurbah: Head of the banks for the Court of the Coin. Asadel is also a likely successor if Neriph were to perish with no heirs. Asadel sees himself as the real power of the Court of the Coin. He is very cruel to his slaves. He once owned the Terrorgore, only to lose him to the Saracen on a bet made on the Games. The Saracen has become a thorn in Asadel's side and he would like nothing better (save for the Caliph of the Coin title) than to see the man killed. Oddly, he has had trouble finding out who the Saracen is and hiring an assassin that can get the job done.

THE GOLDEN SCEPTER

The Golden Scepter takes up the northwest corner of Maj'Dul and is home to many merchants. Visit **Shan** who stands just outside of the Golden Scepter to start her quest, *A Damsel in Distress*. This is the first in a long line of quests started by a few other NPCs around Maj'Dul.

NORRATHIAN LORE: SIYAMAK, THE SILVER DRAGON

Siyamak is slightly younger and less confident than his betrothed, Barakah. His motives are always pure because he believes that everyone he encounters is truly interested in helping him. This puts him at a disadvantage when dealing with those who may have other motivations.

Due to his misplaced trust, Siyamak and Barakah each gave two of their scales to the previous djinn master, who used them to control the shifting of the dragons' shapes. Though they realized what had happened and destroyed that djinn master, they were unable to recover the scales. Since that time, Siyamak and Barakah each search for the scales, hoping to locate them before anyone else does.

The current Djinn Master also seeks the dragons and their scales, hoping to keep the dragons under his control and in his menagerie. Should Siyamak and Barakah regain their lost scales, he fears they might combine their strength to help overthrow him. What he does not realize is that the years spent away from the Plane of Sky have weakened them; they are not strong enough on their own to slay him as they did his predecessor. They could, however, provide assistance to someone they trust (or who defeats them both) that would bring an end to the Djinn Master.

PILLARS OF FLAME

The Pillars of Flame is separated from the Sinking Sands by sheer cliffs penetrable only by a handful of passages. The topography is a bit more varied than its Sinking Sands neighbor. The Pillars of Flame boasts some beautiful spires and rock formations on the mainland as well in the ocean. Travelers to the Pillars of Flame will be struck by its teeming desert wildlife population. Travel cautiously, as the creatures here are much more numerous and dangerous than the comparatively tame Sinking Sands.

SWIFTRIDER'S CARAVAN

Swiftrider's Caravan is nestled in the cliffs between the Pillars of Flame and the Sinking Sands. The high cliff walls surrounding the camp protect its inhabitants from the harsh elements as well as the ill-meaning creatures that roam the Pillars of Flame. The camp has three entrances, each watched over by a couple of guards.

The west area of the Swiftrider's Caravan is the main area of activity. Plenty of NPCs have set up camp here including a few merchants and a mender. If you're looking for some work to increase your faction with the Swiftrider Mercenaries, a few of those NPCs are more than happy to assign quests. Start out with **Captain Sterling** or **Sergeant Tuskin** near the western entrance of the camp. Their quests will help you get to know the Pillars of Flame while earning coin and faction.

There's a magic carpet on the east side of the main area of the camp. If you have your own carpet, the carpet lets you travel quickly to other areas of the Pillars of Flame. Past the carpet to the east is a narrow trail that leads upward. Follow this trail around to find more NPCs and eventually you reach the **Ortalian Encampment**. **Disciple Shula** will assign you quests, but only after you prove yourself to Sergeant Tuskin.

THE ASHEN ORDER

In the northeastern Pillars of Flame are the **Ashen Order** monks with the main concentration in **T'Narev** and the islands offshore. Travelers through this area will notice the order's dedication to honing their bodies into finely tuned weapons. Off the coast and connected by a land bridge is the **Master's Plateau**, where you can relax under a tree to watch a group of monks practicing their arts. Speak to **Shing Ho** at the edge of the cliffs on the mainland for a series of quests to earn faction with the **Ashen Disciples**. In the ocean beneath T'Narev is a hidden tunnel that leads to the **Halls of Discipline** and the **Cave of Knowledge**.

GOBLIN CAMPS

There are goblin camps all along the base of the cliffs between Swiftrider's Caravan and T'Narev. The **Sandcrawler** goblins that run the camps aren't very friendly to non-goblin types. All types and ranks of goblins bustle about in **Camp Char'nik** to the south and **Camp Gar'Nik** in the north. Travel through the camps is dangerous, but sooner or later you'll have to go through them, either for quests or simply on your way elsewhere.

THE STINGING ISLES

Off the coast in the northwest of the Pillars of Flame are a couple of big islands called the **Western Stinging Isle** and the **Eastern Stinging Isle**. Both are connected to the mainland by land bridges. The eastern isle is home to the **Naruem** snakes that make their nests on the isle and protect them against all intruders. **Qadira the Naga** stands guard at the mirror that leads to the **Shimmering Citadel**. The western isle is home to the **Char'Gin** and **Siraj al Din**. The Char'Gin make you earn their trust. Kill enough harpies and you'll even be able to trade with the merchants in the camp.

NORTHERN AREAS

The northern mainland of the Pillars of Flame is mostly controlled by the **Windsister** harpies. They range from the **Needle** on the east to the **Sun Spires** on the west. Nobody likes the harpies, and killing them increases your faction with all of the faction groups of the Pillars of Flame.

Just south of the Needle is **Prophet's Peak**. Surrounding this area you find lots of madmen. They've set up camp around Prophet's Peak at the base of the rock formations there. All around the peak are wandering lunatics and prophets.

SOUTHERN AREAS

In the southeast, south of Swiftrider's Caravan, is a large enclosed area. The **Sandfury cyclopes** are found in this area. The **Table of Eyes** and **The Seer Stone** have the highest density of cyclopes and lead to the zone to the Undercity Arena in the Sinking Sands.

To the west of the cyclopes is the entrance to the Clefts of Rujark. As to be expected, the orcs from the Clefts have spilled out into the areas around the entrance. As you approach the entrance, be prepared to be greeted by the **Steelcrown** orcs.

In the southwest of the Pillars of Flame are the **Giant's Field** and **Kyrnok**. Hear the thundering footsteps of the **Kromtarr** giants that roam these areas. If you're a cat lover, head east to **Sabertooth Valley** to find the **Sandstalker sabertooths**. To the west and south along the shores are a couple of towering pillars in the sea. At the top of the pillar is **Tan'ke Rei, the Pillar Guardian**.

NORRATHIAN LORE: NIGHT OF THE DEAD, A.K.A. NIGHTS OF THE DEAD

When: Event plays the week of Halloween

Location: Ro, possibly global

Duration: One week

Specific: Celebrated at night

Nights of the Dead is a holiday of the people of Maj'Dul. The holiday is a nightly festival that runs for a week. The people of Ro cast illusionary spells that temporarily turn them into skeletons and zombies at night. During this week-long celebration they join together in midnight banquets and parade in the streets knocking on doors requesting goodies. The masked people then take their goodies to the banquet at night to share with everyone in a celebration that lasts till dawn.

The celebration observes an event that actually occurred in the early days of the Age of Destiny. The event was a time when actual undead assaulted the city and lumbered through the streets of Maj'Dul for a week as most of the residents huddled in fear inside their homes and shops. The undead would pound on doors to break them down and gain entry. Curiously they would not harm the people, but smashed crates and cabinets of the houses as if searching for something. The only people slain or injured seemed to be those who attempted to harm the undead. The undead finally left the city after one week and were never seen again. The people never knew the purpose of the undead intrusion or where they came from.

POET'S PALACE

The Poet's Palace is an instanced zone within the Shimmering Citadel with a choice of difficulty levels. The most difficult level is for raid groups, the middle level is for well-equipped groups, and the default level is meant for a standard group. To gain access, speak to the Caretaker just outside the entrance and complete her quest.

There are four levels in the Poet's Palace but you start with access to only the first one. To gain access to the other levels you must complete a quest on each level. Once you leave the Poet's Palace, you are locked out for 24 hours.

LEVEL I

The first level ends with a mirror that requires something from you before it gives you access to the second level. The key to giving the mirror what it wants is in the room just before the mirror room. Slay the novels in that room and you'll find the answer.

LEVEL II

The second level consists of two large rooms and a couple of smaller ones. The small room in the southeast houses the mirror to the third level and like the mirror on the first level, it wants something from you in exchange for access. The statues in the first large room are moveable and the stands in the second large room scream for things to be placed on them. Place the correct statues on the stands to summon mobs to fight. Repeat this a few times and access to the third level is granted.

LEVEL III

The third level consists of many rooms separated by doors that open only periodically and automatically. To pass through the doors, pick a spot where you can see all or most of them and wait patiently until one opens. There are also four small rooms off to the side of the main rooms. Three of them contain scarabs and one contains a **Nhjela the Mad Poet**. Nhjela offers a quest and the scarabs are the key to the fourth level of the Poet's Palace.

The doors to the central room lead to the mirror to the fourth floor but they don't open by themselves as the others do. Go to the scarab rooms and defeat all the enemies that appear in each room to unlock the doors to the center room.

LEVEL IV

The fourth floor of the Poet's Palace is what you've been working so hard to reach. You arrive indoors and must traverse a few rooms and staircases before reaching the courtyard. The **Djinn Master** waits in the courtyard to offer a quest, but perhaps you're not here to chit chat with him?



NORRATHIAN LORE: TOFRAN'S TALE

Tofran Tahl was the greatest prophet that Maj'Dul had ever seen. But his prophecies were limited to a peculiar (and important) aspect of the immediate future. Tofran had the infallible ability to predict the outcome of the pit fights of Maj'Dul.

Year in and year out, he predicted the winner of every key match. His predictions became so dependable that there was talk of canceling the fights altogether and installing the prophet as sultan. The caliphs, of course, would not stand for this. They arranged for Tofran's skills to be tested in a series of three fights (which they intentionally rigged).

As always, Tofran made his predictions. The trap apparently sprung, the caliphs arranged guards and transport for the prophet to a distant mesa isle (the one that carries his name to this day). To everyone's surprise, Tofran's predictions were all incorrect. The entire economy of Maj'Dul staggered under the weight of enormous gambling losses. Astounded, the caliphs were powerless to stop Tofran from collecting his winnings and disappearing on a Maj'Dul carpet into the fading sunset.

THE SANCTORIUM

Enter the Sanctorium by examining a skeleton in the western Sinking Sands. Just north of Fasha the Alchemist and Trader Hazin is a ruined graveyard with headstones and skeletons scattered about. Look for a skeleton that is clickable to enter the Sanctorium.

The Sanctorium is set up with a large central cavern with tunnels that lead to three smaller and one larger satellite cavern. A named mob watches over each of the smaller caverns. In the northwest cavern is **Nagini** and in the southwest cavern, which is actually reached by going down the southeast tunnel, is **Hira'Vehn**. The southern cavern is reached by going up the southwestern tunnel and is home to **Sirn'Vehn**. That leaves the last cavern, the large one to the northeast of the central cavern. **Guardian of Rathmana** and **Protector of Rathmana** are the epic x4 mobs at the entrance to the cavern. You need to deal with them before meeting **Ortallius**.

NORRATHIAN LORE: THE LEGEND OF HAKET

Long ago, there was a beggar named Haket. He was lazy, shiftless and generally deserving of his lot in life. One day, he was accused, justly, of theft by the merchants of the Golden Scepter. He fled from Maj'Dul, hoping to find sanctuary with the nomadic tribes that wandered the wasteland.

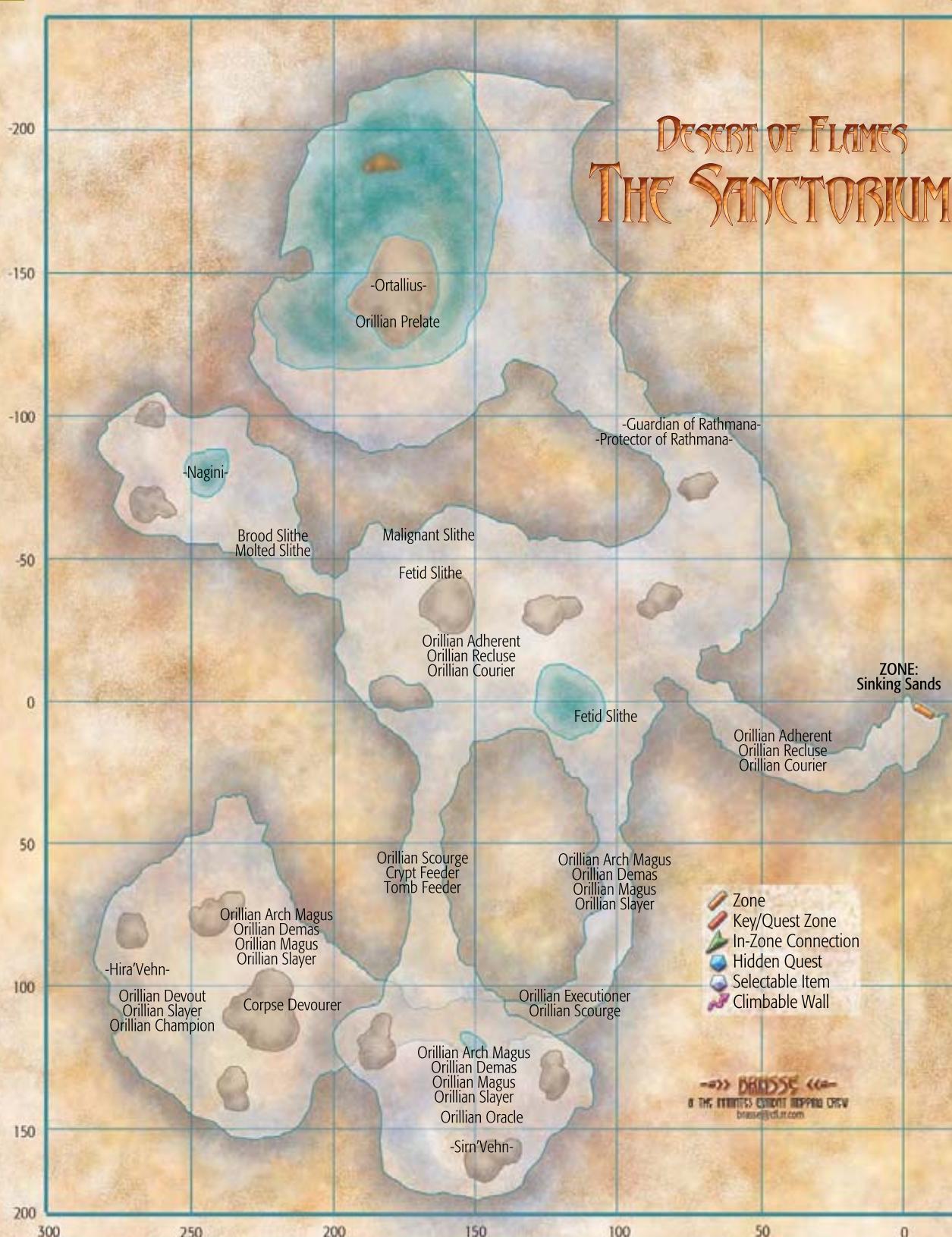
Instead, he was tempted by the illusory powers of the mirages that flitted across the face of the Anvil of Ro. Parched and near death, he stumbled onto the remains of an ancient traveler. In the dead man's belongings, he found a jeweled flask that held not water but an imprisoned djinna. The sensuous being thanked him for freeing her and pronounced that Haket would be rewarded with as many wishes as he desired.

Wise in the odd way that he was, Haket commanded the djinna, telling her he needed water. Unfortunately, the djinna satisfied Haket's request by instantly teleporting him into the ocean. Drowning and still maddened by thirst, Haket called out to the djinna to save him. He cried for her to return him to solid ground. Again, the djinna creatively interpreted the request. An island erupted from beneath the sea, lifting Haket out of the water but stranding him high on a cliff face. Thus Haket came to be.

The bedraggled beggar, now near death, sweltered on the cliff face, trying to think of a way to survive the fulfillment of his next wish. Finally, he decided some trickery was in order. He commanded the djinna to repeat his last wish. She frowned, saying that Haket would have to actually say the proper words. Haket refused, arguing that she should serve the intent behind his command. The djinna bowed and used her abilities once more. A second island rose from the ocean, and Haket found himself on its heights. Thus Tet Haket came to be.

Insane with anger, Haket cursed the djinna, ranting at her constant failure to satisfy his whims. Calmly, the djinna reminded Haket that she had told him he would be rewarded with as many wishes as he desired. Her expression turned cruel as she explained that the only way to ensure her own freedom was to find a way to end his requests.

Haket laughed madly at this, babbling his final wish as he stoppered up the flask and hurled it far into the sea. It is said that as the sinking flask touched the sea floor, Haket's wish was made real. No one knows, however, what that wish may have been, for only an odd minaret tower stands submerged on the site. It is known as Haket's Doom for the unlucky beggar who no doubt died with the misspending of his final wish.

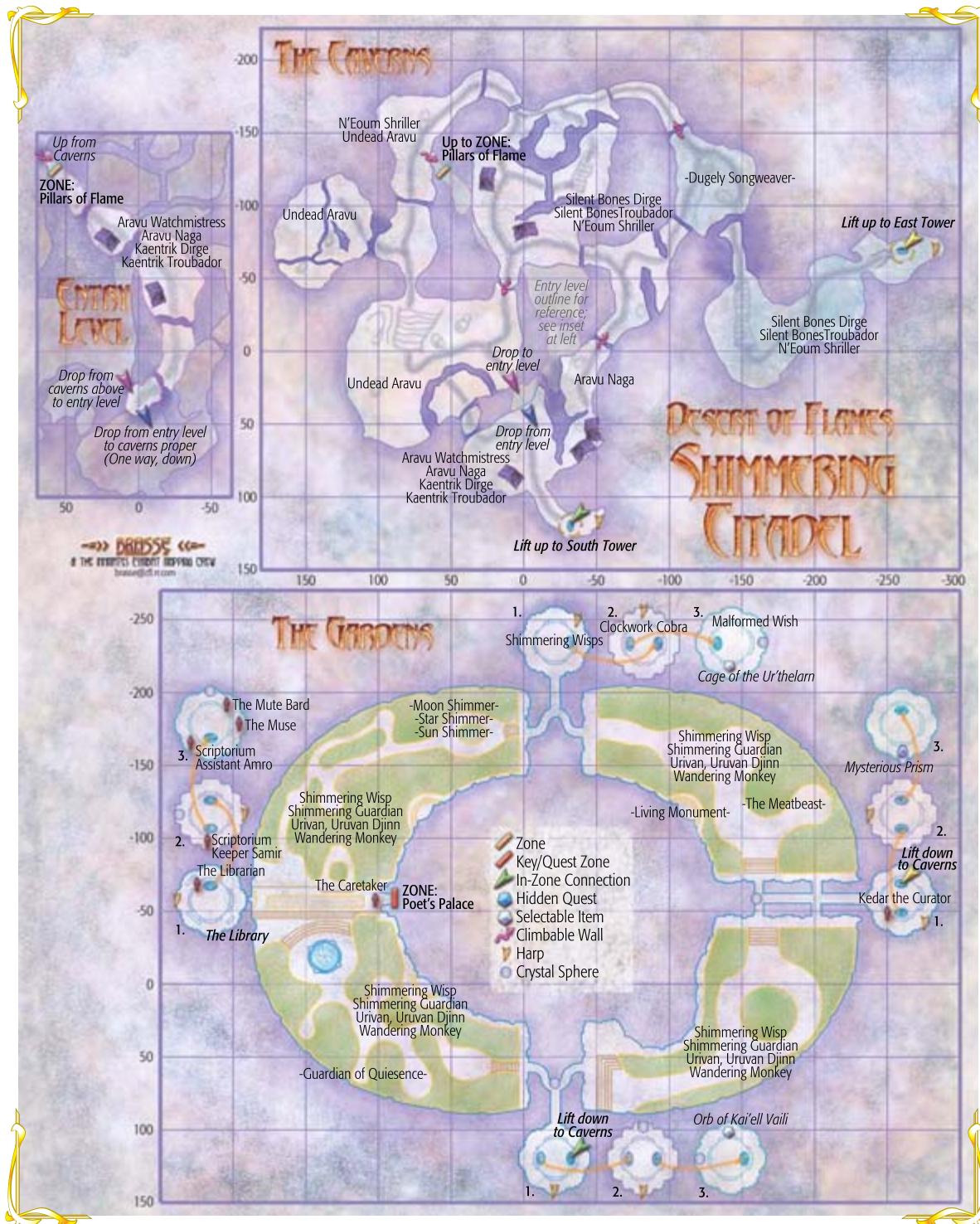


SCORNFEATHER ROOST



Scornfeather Roost is accessed from the upper level of the Clefts of Rujark. It's a small enclosed zone with a large rock formation in the center, and it's full of Scornfeather harpies and serpents. There are a couple of named harpies and serpents here. In the northeast corner is the named harpy, **Matron Zaqibai**, surrounded by more harpies. In the southern corner of Scornfeather Roost is a harpy named **Matron Suhaileh**. The three named serpents are on the south, west, and east sides of the rock formation in the center. If you look to the top of the rock formation, you see **Ibtinaya the Scorned** but you can't attack her just yet. Slay the three named serpents around the rock and Ibtinaya flies down from her roost. Besides some good loot, she drops an egg that starts a quest.

SHIMMERING CITADEL



The Shimmering Citadel can be entered through a mirror on the snake-infested Western Stinging Isle in the Pillar of Flames. But before you can step through the mirror into the Shimmering Citadel, you have to complete the quests to grant you access. Start by completing Zeke Two Tone's quest in Maj'Dul and then speak to Qadira the Naga at the entrance to the Shimmering Citadel.

The Shimmering Citadel is split into the **Caverns** and the **Gardens**. You first enter into the Caverns and must get to the Gardens by way of lifts. Be careful when exploring the Caverns as some of the gaps in the ground will drop you to your doom.

THE CAVERNS

When you first enter the Shimmering Citadel and the Caverns, you're at a mid level. This level drops down to the main cavern at various gaps in the ground or at the end of the entry level. To return to the entry level, you have to drop down from another part of the Caverns. To get to the Gardens, find the lifts at the south and east ends of the Caverns.

THE GARDENS

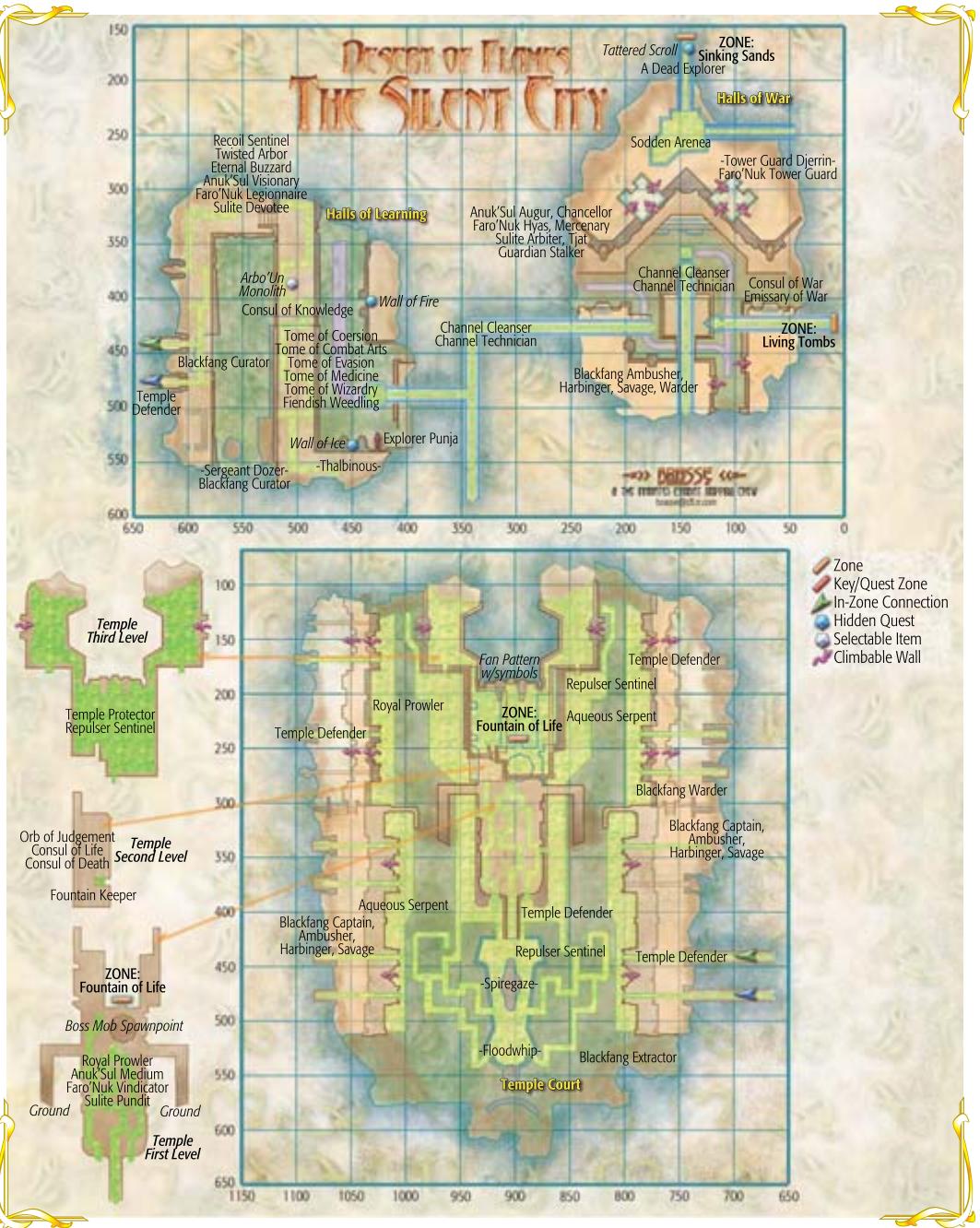
The Gardens have four towers around the edge, one for each compass direction. You can enter the Gardens only by using the lifts below the east and south towers. Each of the towers has three levels that are all accessible by lifts. The **Library** is in the east tower and has a few NPCs willing to give out quests. Explore the towers and speak to all the NPCs for quests that send you around and out of the Shimmering Citadel.

The towers surround courtyards with lush green grass and a beautiful fountain. The western courtyard has the entrance to the **Poet's Palace** but you must first speak with **The Caretaker** before you are granted access.

THE SILENT CITY

The door to the Silent City is in the Living Tombs but before you can use the door, you must earn access by completing Searching for the Silent City. That quest is given by examining the note on Jinja the Swift's collar in the Living Tombs.

Silent City is divided up into two halls and a court. You arrive from the Living Tombs in the **Halls of War**, which is connected to the **Halls of Learning** to the west by a set of aqueducts. To reach the aqueduct to the Halls of Learning, climb the walls in the southeast corner and drop down to the aqueduct. Once in the Halls of Learning, seek out **Explorer Punja** near the aqueduct for a quest. Reach **Temple Court** by traversing the rooftops of the Halls of Testing and heading farther west. Temple Court is a large and dangerous area that leads to the **Fountain of Life**, that is, if you can make it that far with all the high-level mobs in the court.



SINKING SANDS



The Sinking Sands is the gateway to *EverQuest II: Desert of Flames* and is one of the major zones in the expansion pack. New arrivals find themselves at the docks with long stretches of beach to the north and south. A few islands dot the seaward horizon not too far off the coast. But don't let first impressions fool you. The Sinking Sands is far from a tropical paradise. Venture even a little ways west of the beaches and you begin to see what the bulk of the Sinking Sands look like: rolling sand dunes that crawl with dangerous creatures.

THE DOCKS

Your first taste of *Desert of Flames* will be the docks of the Sinking Sands. From here, you can travel to the rest of the zones in the *Desert of Flames*. There are carpets in Qeynos Harbor and East Freeport that take you to the Sinking Sands. Also in the docks area is a carpet that takes you into the bustling city of Maj'Dul. The carpet also works similarly to the griffin towers in the Commonlands or Antonica, once you complete the quest to earn your own carpet.

THE LEGEND OF THE SERPENT HAREM

It is whispered that the naga of the Anvil of Ro are descended from the harem of a powerful djinn lord. The legend says that a spiteful harem of djinna constantly bickered with one another, fighting for position within the Djinn Master's court. When the great djinn lord deigned to bring a beautiful human woman into his harem (which is another tale in and of itself), the tension within the harem distilled into a poisonous plot.

The djinna concocted a series of intricate lies to cast the new arrival as an assassin. Coily, they approached their master and mixed the intrigues with common conversation. But the mighty djinn saw through their plot. Enraged, he cast them all out of his citadel, cursing them to take on forms to match their split-tongued lies. The djinna of the harem were thus transformed. But the story does not end there.

Now free of the contentious harem, the djinn lord focused his energies on his one remaining companion. Over the following centuries, he fell deeply in love with her. Eventually, he shared his deepest secrets and plans. Horrified by what she learned, his final consort fled the palace on the back of a loyal sphinx. Now alone, the Djinn Master brooded over the loss, pouring his attention and powers into the progress of his plan.

If you're a first-time visitor to *Desert of Flames*, take a moment to speak with **Kallon Ebbtide** who stands on the docks. This friendly guy is full of good information that helps familiarize you with the area. Just beyond Kallon Ebbtide stands **Ghassan the Trader** who starts you on a few quests to get you exploring the area.

As you actually set foot on the beach, you notice a few tents with NPCs. This is your first exposure to the three competing factions of Maj'Dul: the Court of the Blades, the Court of the Coin, and the Court of Truth. The NPCs at each tent send you on quests to gain favor with their court. Keep in mind that as you gain favor with one court, you lose favor with the other two.

AROUND THE DOCKS

The long stretches of beach to the north and south of the docks are patrolled by crocodiles. **Croc Hunter Camp** just north of the docks has a few NPCs with tasks for you. Most notably is **El'khazi, Purveyor of Fine Carpets** who starts you on the quest to receive your own flying carpet. There is another crocodile hunter camp in the **Oasis of Marr**, south of the docks, with a few more NPCs who offer quests. Both camps lead to the **Crocodile Caves** which, besides being filled with crocodiles, leads to **Lockjaw's Lair**.

New to this expansion pack are climbable walls. Look for conspicuous-looking cliffs around the Oasis of Marr. The climbable walls are darker and look scratched up. To climb the wall, just walk up to it and you climb automatically. Another climbable wall is just north of the Croc Hunter Camp.

THE TWIN TEARS

The southern oasis, or "tear," of **The Twin Tears** is home to a population of lizardmen. The Alliz Raef Ew control this southern oasis while the Anaz Mal gnolls control the northern oasis. Also in the northern tear is the zone to the **Living Tombs**. In between the tears is a carpet for a quick ride back to the docks.

THE UNDERCITY AREA

The **Sandslide Passage** from the Oasis of Marr turns into the **Orc Highway**, which in turns leads to the **Undercity Arena**. Don't let the name fool you, this is not the PvP arena of Maj'Dul. This is the area of the Sinking Sands that sits below Maj'Dul and is crawling with **Rujarkian orcs**. Where did all these orcs come from? The answer may lie in the **Clefts of Rujark** whose entrance is just west of the Undercity Arena.

WESTERN SINKING SANDS

The Sinking Sands end at tall cliffs on the map's west side. A few places along the cliffs allow passage through to the **Pillars of Flame**. The safest one to use is the one that leads to Swiftrider's Caravan in the Pillars of Flame. This entrance is just west of the southern oasis. As you head north along the base of the cliffs, you notice more and more goblins running around. This is a small taste of what you find on the other side of the cliffs at these entrances.

If you need to sell items to clear your inventory, seek out **Trader Hazin** along the base of the cliffs. Just north of Hazin are a bunch of headstones with some skeletal remains strewn about. Look closely at one of the skeletons and you find the entrance to the **Sanctorium**.

VAULT OF DUST

The Vault of Dust is accessed from the middle level in the Clefts of Rujark. As to be expected from a zone within the Clefts of Rujark, the Vault of Dust is crawling with orcs.

The entrance begins as a narrow tunnel but soon opens up into a large cavern called the **Vault of Champions**. In the northeast corner is the **Warden of the Spirit**. To the south is another tunnel that leads to **The Slithering Ossuary** where the **Keeper of the Bones** is guarded by serpents. The final named orc, **Custodian of the Dust**, is in the cavern to the northwest of the Vault of Champions.



NORRATHIAN LORE: TWINDRAGONS

In the ancient days, when dragons ruled the worlds, Barakah of the Day was born. She was named for the color of her scales, which covered her body like sand rippling across the desert, supple and golden. She was a high-caste dragon, for only those whose bloodlines were pure would produce dragons with the color of precious metals. For her, a consort was chosen from other high-caste dragons. Like Barakah, Siyamak of the Night was named for the color of his scales. Sharp and silver they were, like frosted moonglades upon the water.

Turmoil came to the lands in which they existed and Barakah, who was the older and stronger of the two, insisted they flee the Plane of Sky to seek a more stable world.

High-caste dragons may travel where they desire, yet Siyamak hesitated. He did not wish to flee one known peril for another which they could not imagine. And so, Siyamak consulted with a master of the djinn, in secret and without Barakah's knowledge.

The djinn told of a wondrous place, where many dragons and djinn had relocated as the worlds shifted and the gods abandoned the mortal races. Siyamak determined that he and Barakah would go there also, to live amongst others of their kind. However, he did not know the way.

"I will show you, but it is not an easy path. One scale each I must have in exchange for this information," said the master of the djinn.

Siyamak contrived to steal a golden scale from his betrothed while she slept and the next day, presented her scale and his to the master of the djinn. Using a seeing pool, the djinn showed Siyamak the way to the new world and explained the dangers that would befall the dragons.

"You must travel in secret, for the many dragons there will seek to destroy you, knowing you are of high-caste," said the djinn. He gave Siyamak two powders, one for Siyamak and one for Barakah, which would cover them in the illusory form of creatures from their new world.

Only then did Siyamak tell Barakah of his choice. Barakah distrusted the djinn, but when Siyamak dusted his silver scales in the powder, he changed before her eyes into the form of a high-caste Teir'Dal with hair as silver as Siyamak's own scales.

"As you see, in this guise we can travel easily into our new realm," said Siyamak. Reluctantly, Barakah dusted herself with the powder and looking into a polished brass mirror, found the reflection of a golden haired, high-caste Koada'Dal peering out at her. In this way, the trust of the dragons was won and they followed the path shown to Siyamak into the new realm.

The djinn, however, had tricked Siyamak. For once the dragons left the Plane of Sky, they found themselves unable to control the shifting of their shape. They flowed from dragon to elf and back again. Unable to predict when they would shift shapes, Barakah and Siyamak cursed the djinn and hid themselves in the desert where the shifting sands and changing landscape kept them from curious and hostile eyes.

By chance, Siyamak encountered the master of the djinn who lived in the new world. No longer as trusting as he had been in the days of his youth, Siyamak confronted the djinn, who professed surprise and dismay.

"We shall see how dismayed you are when Barakah and I strip the flesh from your bones and feed it to the harpies," growled Siyamak. But the Djinn asked for a chance to correct the problem.

"It is likely caused by the loss of your habitat in the Plane of Sky," said the djinn consolingly. "We djinn have likewise found things are not as we expected. My people suffer as surely as do you. You will need to yet again bring me a scale from each of you so that I can make amends."

This time, Siyamak told Barakah immediately. Though she was still mistrustful, she agreed to surrender a scale. She missed the constancy of her dragon form and the longing grew each time her body changed of its own will into the unnatural shape of an elf.

The master of the Djinn welcomed Siyamak and Barakah to his Shimmering Citadel, the floating home of the djinn in the new world. Within its walls, the Djinn secured many mementos from the Plane of Sky, infusing the Citadel with the electric familiarity of their old home.

As soon as the master of the djinn received the dragons' scales, he gave them each another powder to apply to their bodies when they were in dragon form.

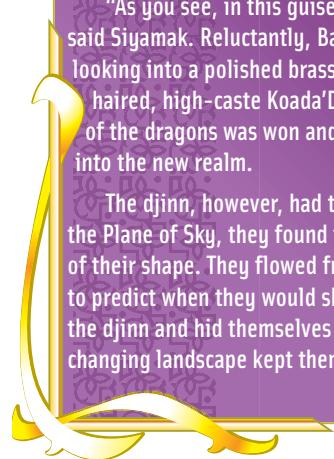
"You must do this only in your dragon form," cautioned the djinn, "for otherwise, it will not work."

Barakah, already in the shape of a dragon, applied the powder immediately. And then they waited for Siyamak to likewise transform. They had never been able to predict when the transformation would take place; it could be minutes or hours or days. The master of the djinn welcomed them as guests until Siyamak could use the powder. He called it a gesture of goodwill, but Barakah grew suspicious. Days lengthened into weeks and months. Barakah had yet to see Siyamak transform into his dragon shape.

Taking Siyamak with her, Barakah abandoned the Shimmering Citadel. She and her mate sat beside a spring in the hills and wept for so many days that their tears turned the waters bitter. As they sat there weeping, the master of the djinn came to speak with them and once again offer them residence in his floating palace.

"You have cursed us for the last time, body-thief," Barakah snarled. She leapt at the master of the djinn in a furious rage.

As his life slipped away the djinn laughed hoarsely, "The powder works but you shall never see each other in the same form again for you are missing two of your scales. With them, I control the changing of your forms. And now, you will never find them. The day and the night will rule your changing instead."



Quest Logs

CLEFTS OF RUJARK

ADVISOR NAZGOTH'S KEY

Prerequisites: The Key of Coins

Leads to: None

Solo or Group: Group

Time: 30 min

Loot: Coin and items

Exp: Low

This quest is the same as the other key quests in the Clefts of Rujark. Kill a named and loot a key to gain access to the treasure room and some nice loot.

1. After you kill Advisor Nazgoth, search his body for a key that gains you access to the Treasure Chamber.
2. Find a locked chest that the key will open.
3. Locate and enter the Treasure Chamber.
4. Find Advisor Nazgoth's chest and loot his valuables.

FREEDOM!

Prerequisites: Must be level 50

Leads to: None

Solo or Group: Group

Loot: Coin and choice of an item

Exp: Average

The djinn Shazrazad is trapped in a binding circle controlled by the Crushbone sorcerer Vuzur the Blackened. Shazrazad pleads with you to find a way to release him.

1. Speak with the djinn Shazrazad in the upper area of the Clefts of Rujark.
2. Kill the three Adepts (Nihx, Shrakt, and Gak), which summons Ambassador Vuzur.
3. Kill Ambassador Vuzur the Blackened.
4. Return the Charm of Binding to Shazrazad.

THE GATECALLER'S KEY

Prerequisites: The Key of Coins

Leads to: None

Solo or Group: Group

Loot: Coin and items

Exp: Low

This quest is the same as the other key quests in the Clefts of Rujark. Kill a named and loot a key to gain access to the treasure room and some nice loot.

1. After you kill Azhahkar the Gatekeeper, search his body for a key that gains you access to the Treasure Chamber.
2. Find a locked chest that the key will open.
3. Locate and enter the Treasure Chamber.
4. Find Azhahkar's chest and loot his valuables.

GORAKHUL THE ANNIHILATOR'S KEY

Prerequisites: The Key of Coins

Leads to: None

Solo or Group: Group

Loot: Coin and items

Exp: Low

This quest is the same as the other key quests in the Clefts of Rujark. Kill a named and loot a key to gain access to the treasure room and some nice loot.

1. After you kill Gorakhul the Annihilator, search his body for a key that gains you access to the Treasure Chamber.
2. Find a locked chest that the key will open.
3. Locate and enter the Treasure Chamber.
4. Find Gorakhul the Annihilator's chest and loot his valuables.

THE KEY OF COINS

Prerequisites: None

Leads to: Access to the Treasure Chamber

Solo or Group: N/A

Loot: None

Exp: Low

One of the Captive Coin Trademasters carried a finely crafted steel key on his body. Examining the key reveals the symbol of a coin emblazoned with a fist. Find out what the key unlocks in the Clefts of Rujark.

1. Discover what the fancy steel key unlocks in the Clefts of Rujark.
2. Find the Treasure Chamber somewhere in the lower levels of Clefts of Rujark.

THE LIFT KEY OF RUJARK

Prerequisites: None

Leads to: Access to Clefts of Rujark canyon lift

Solo or Group: Group

Loot: None

Exp: Low

The lift in the canyons of the Clefts of Rujark requires some sort of key. A high-ranking orc might know how to unlock the lift.

1. Kill a high-ranking orc and see if he is carrying the Rujark Lift Key.
2. Find the Overseer and see if he has the key to the lift.
3. Return to the lift and see if the key you found is the key to the lift.

OVERLORD KORKAKTH'S KEY

Prerequisites: The Key of Coins

Leads to: None

Solo or Group: Group

Loot: Coin and items

Exp: Low

This quest is the same as the other key quests in the Clefts of Rujark. Kill a named and loot a key to gain access to the treasure room and some nice loot.

1. After you kill Overlord Korkakth, search his body for a key that gains you access to the Treasure Chamber.
2. Find a locked chest that the key will open.
3. Locate and enter the Treasure Chamber.
4. Find Overlord Korkakth's chest and loot his valuables.

RAK'JALLAR'S KEY

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: Low

This quest is gained by examining the key dropped by Rak'jallar. Rak'jallar is one of the named orcs that spawn in the Elite Barracks on the second level.

1. Slay Rak'jallar in the Elite Barracks.
2. Examine the key that he drops to start the quest.
3. Find the chest that the key opens. The Treasure Chamber containing all the chests is north of the War Room. Find Rak'jallar's chest in that room and open the chest.

RAKURJAHL THE WARBINGER'S KEY

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: Low

This quest is gained by examining the key dropped by Rakurjahl the Warbringer. Rakurjahl is one of the named orcs that spawn in the War Room on the second level.

1. Slay Rakurjahl the Warbringer in the War Room. If he isn't there, kill the other named mobs in the War Room until Rakurjahl spawns.
2. Examine the key that he drops to start the quest.
3. Find the chest that the key opens. The Treasure Chamber containing all the chests is north of the War Room. Find Rakurjahl's chest in that room and open the chest.

WORLD TCHOLAK'S KEY

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: Low

This quest is gained by examining the key dropped by Warlord Tcholak. Warlord Tcholak is one of the named orcs that spawn in the War Room on the second level.

1. Slay Warlord Tcholak in the War Room.
2. Examine the key that he drops to start the quest.
3. Find the chest that the key opens. The Treasure Chamber containing all the chests is north of the War Room. Find Warlord Tcholak's chest in that room and open the chest.

COURT OF THE BLADES

BLADES CHAMPION

Prerequisites: Maximum faction with the Court of the Blades

Leads to: None

Solo or Group: Group

Loot: A new title, Vanguard of the Blade

Exp: Average

This is the final faction quest for the Court of the Blades. To begin this quest, you need the maximum possible faction with the court. After completing this quest, you are bestowed a new title, Vanguard of the Blade.

1. Speak to Alim Nimir in the Court of the Blades after you have achieved the maximum faction with the court.
2. Kill 15 Coin guards.
3. Kill 15 Truth guards.
4. Go to the Blades training arena in the Sultan's Palace and win. The entrance to the training arena is the door near the bridge to the Tower of the Moon.
5. Return to Alim Nimir.

CHANGING OF THE GUARDS—BLADES

Prerequisites: Enough faction to enter the Palace of the Blades

Leads to: None

Solo or Group: Group

Loot: Increased faction with the Court of the Blades

Exp: Low

This is the quest to turn control of Maj'Dul over to the Court of the Blades. To start this quest, you must have enough faction with the Court of the Blades to enter the Palace of the Blades. Completing this quest gives you faction with the Court of the Blades while reducing your faction with the others. This quest is repeatable.

1. Enter the Palace of the Blades and examine the box near the entrance to start the quest.
2. Go to a tower in Maj'Dul that is not controlled by the Court of the Blades. Work your way to the top and kill the tower captain. To plunge the dagger into the captain, right-click on his corpse.

CLEFT SCOUTING

Prerequisites: Enough faction with the Court of the Blades to enter the clubhouse

Leads to: None

Solo or Group: Solo

Loot: Coin, increased faction with the Court of the Blades

Exp: Average

This is one of the faction quests given out by Dirar Muti of the Court of the Blades. To receive this quest, you must first have proven yourself to the court enough to enter the clubhouse. To do this, complete a bunch of Mahir Lu'ay's quests in the Sinking Sands.

1. Speak with Dirar Muti in the Court of the Blades.
2. Go to the Clefts of Rujark and speak to Scout Fariq just past the doors.
3. Fariq will send you into the heart of the Clefts of Rujark to find one of three scouts. Scout Karida (-134, -3, -110) is at the end of the tunnel in Cleft of Might. Scout Mina (31, 0, 109) is in the Commissary. Scout Talib (-20, -1, 29) is in the Cleft of Ferocity. Which scout you're assigned is random.
4. Find one of two scouts, Vasha or Afif. Scout Vasha (-166, -16, -231) is in the Charnel and Scout Afif (-71, -21, -285) is near the pool north of the Mess Hall.
5. Return to Scout Fariq and then to Dirar Muti.

COURT OF THE BLADES: DUKAREM'S PURGE, PART I

Prerequisites: Court of the Blades: Dukaris, Hero of the People

Leads to: Court of the Blades: Dukarem's Purge, Part II

Solo or Group: Group

Loot: Coin, increased faction with the Court of the Blades; Chainmail Bloodstained Gloves, Leather Bloodstained Gloves, Platemail Bloodstained Gauntlets, or Silk Bloodstained Gloves

Exp: High

This is the first of three quests given by Dukarem. He sends you first to seek out an oracle and then to help clean the Court of the Blades of traitorous captains.

1. Speak to Dukarem in the Court of the Blades after you complete Dukaris' long-winded quest.
2. Seek out the Oracle in the Pillars of Flame. Find her atop a climbable wall between the southeast cliffs of Sabertooth Valley (421, -574).
3. Slay 30 mad prophets and Raja the Sunspeaker. Kill any of the humans who linger near Prophet's Peak.
4. Return to Dukarem and he sends you to slay the corrupt captains in his ranks.
5. Slay Captain Yuleed behind the Sultan's Palace in Maj'Dul.
6. Slay Captain Fayiz near the Library of Light in Maj'Dul.
7. Slay Captain Amruq at the Blades tent in the Sinking Sands.
8. Slay Captain Faaman who patrols the Sandslide Passage in the Sinking Sands.
9. Slay Captain Ihmin in the Remnants of the Lilfire in the Pillars of Flame.
10. Return to Dukarem.

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COURT OF THE BLADES: DUKAREM'S PURGE, PART II

Prerequisites: Dukarem's Purge, Part I

Leads to: Dukarem's Purge, Part III

Solo or Group: Solo

Loot: Coin, increased faction with the Court of the Blades; Jambiya of the Blades, Katar of the Blades, Scimitar of the Blades, or Tulwar of the Blades

Exp: High

In Dukarem's second quest, he sends you looking all over the place for rumors of the traitor. With no rumors to mention, he sends you to find some evidence of the traitor and perhaps reveal his or her identity.

1. Speak to Dukarem.
2. Listen for rumors near Blades training ground. This is the area outside the Court of the Blades.
3. Listen for rumors at Outcast Ledge.
4. Listen for rumors outside the Court of the Tears.
5. Listen for rumors outside the Court of the Truth.
6. Listen for rumors outside the Court of the Coin.
7. Listen for rumors inside the Barterhouse. This is the Golden Scepter in the northwest corner of Maj'Dul.
8. Speak to Ahzeem the Bartermaster near the fountain of the Golden Scepter.
9. Speak to Dukaris in the Court of the Blades and then speak to Dukarem.
10. Find Quartermaster Hajid's caravan in the Pillars of Flame. Follow the glowing trail to T'Narev and the Quartermaster. Escort Hajid while fighting off any attackers. Return to Dukarem.
11. Look for a mysterious book atop a stone column. There is a book near the top of Tan'ke Rei's pillar in the southwest of the Pillars of Flame. Return the book to Dukarem.

COURT OF THE BLADES: DUKAREM'S PURGE, PART III

Prerequisites: Dukarem's Purge, Part II

Leads to: Dukarem's Assault, an instanced zone in the Court of the Blades

Solo or Group: Solo

Loot: Coin, increased faction with the Court of the Blades; Belt of the Blades, Cinch of the Blades, or Girdle of the Blades

Exp: High

Dukarem is still looking for the traitor within the Court of the Blades. He suspects it's his son

Dukaris and sends you off to get to the bottom of it. However, not all is what it seems.

1. Speak to Dukarem and take the coin purse out of the chest sitting next to him.
2. In the limited time, make it out of the clubhouse and over to the Court of the Tears. Head east outside the Court of the Blades, through the tunnel, and head south toward the Court of the Tears. When you reach the Tears building, go around to its entrance on the east side.
3. Enter the Court of the Tears and speak to Jafi Nsir.
4. After you defeat Jafi, read his note.
5. Return to the Court of the Blades to warn Dukaris. With no sign of Dukaris, speak instead to Danaria, Princess of the Blades, on the first floor.
6. Go the Clefts of Rujark to look for Dukaris. Dukaris is nowhere to be found. Speak to a Blades soldier (114, 52, -75) on the third level on the Rise of the Overlord, near where Overlord Korkakth patrols.
7. Go to Lockjaw's Lair to look for Dukaris. You can enter Lockjaw's Lair from the Crocodile Caves in the Sinking Sands.
8. Defeat Jafi Nsir and his goons once more and look for clues outside the entrance to Lockjaw's Lair. Speak to a Blades warrior standing near a boulder.
9. Head to the docks of the Sinking Sands in hopes of catching up with Dukaris. When you don't find him, speak to Honest Ali.

10. Head back to the Court of the Blades to look for Dukaris (there's no need to go inside).
11. Speak with Captain Aziz outside the Court of the Blades to see if he's seen Dukaris.

COURT OF THE BLADES: DUKARIS, HERO OF THE PEOPLE

Prerequisites: Enough faction with the Court of the Blades to enter the Court of the Blades clubhouse in Maj'Dul

Leads to: Court of the Blades: Dukarem's Purge, Part I

Solo or Group: Group

Loot: Coin, increased faction with the Court of the Blades; Enchanted Lizardman Scale Cowl, Lizardman Scale Shoulder Pads, Lizardman Skin Shoulder Pads, or Reinforced Lizardman Scale Pauldrons

Exp: High

This very long and involved quest is given by Dukaris in the Court of the Blades so obviously you'll need enough faction with them to enter their palace. Dukaris sends you all over the place for items. The road is long but the rewards are worth the trouble.

1. Speak with Dukaris in the Court of the Blades. He waits in one of the side rooms in the clubhouse.
2. Kill a Coin tower captain. Tower captains can be found at the top of the towers around Maj'Dul. Which tower each captain is in depends on which faction is currently controlling the city. Look for Coin guards hanging around the towers and work your way to the top.
3. Kill a Truth tower captain. Look for Truth guards hanging around the towers and work your way to the top.
4. Return to Dukaris and he asks you to deliver some items to various people around the city.
5. Deliver the Box of Djinn Essence to the Steward of the Vizier in the Tower of the Moon.
6. Deliver the golden harpy egg to Ahzeem the Bartermaster in the Golden Scepter.

7. Deliver the boots to a young beggar on the Outcast's Ledge. His name is Fezi and hangs around Antiquitor Kantu Mor'Tael's tent.
8. Return to Dukaris to get your next assignment: give orders to three of Dukaris's captains around the city. This part of the quest is timed, so get cracking.
9. Give orders to Captain Aziz. Find him in front of the Court of the Blades.
10. Give orders to Captain Fayiz. Find him in front of the Library of Light.
11. Give orders to Captain Yuleed. Find him behind the Sultan's Palace.
12. Speak to Dukaris and he'll ask you to collect 25 tough, pristine lizardman scales and to get him a pristine Nacre Earring.
13. Collect 25 pristine lizardman scales. Kill lizardmen in Twin Tears in the Sinking Sands until you get 25 scales.
14. Get a pristine Nacre Earring. They can be crafted by a level 52 Jeweler.
15. Bring the items back to Dukaris.
16. Scout the camp of the Anaz Mal in the Sinking Sands. Go to the northern oasis in the Sinking Sands.
17. Scout the camp of the Raef Ew in the Sinking Sands. Go to the southern oasis in the Sinking Sands.
18. Scout the Rujarkian Battlemaster's camp. Approach the entrance to the Clefts of Rujark in the Sinking Sands.
19. Report to Dukaris and then meet him at the Rujarkian Battlemaster's camp. Head the Sinking Sands and use the glowing trail that appears to find Dukaris. After you speak to him, defeat the lesser orcs while he fights their leader.
20. Meet Dukaris back in the Court of the Blades.

HARPY ELIMINATION

Prerequisites: You must have access to the Court of the Blades

Leads to: None

Solo or Group: Solo

Loot: Coin, increased faction with the Court of the Blades

Exp: Average



This is one of the quests given by Dirar Muti in the Court of the Blades. The quest has you destroy a few harpies and their nests in the Pillars of Flame.

1. Speak with Dirar Muti in the Court of the Blades.
2. Kill five harpies in the Pillars of Flame. Look for any kind of harpies in the northern areas of the Pillars of Flame.
3. Destroy three harpy nests in the Pillars of Flame. Find these clickable harpy nests just southwest of the Sun Spires (1509, -1083).
4. Kill one of the Windsister nest guardians. Be ready to fight these after you destroy a nest.

Sweeping the Tears of Anuk

Prerequisites: Enough faction to enter the Court of the Blades

Leads to: None

Solo or Group: Solo

Loot: Coin, increased faction with the Court of the Blades

Exp: Average

This is one of the quests to increase faction with the Court of the Blades given by Dirar Muti. He'll send you on a simple mission to collect different items throughout the Sinking Sands.

1. Collect 10 Alliz Raef Ew tribal necklaces. Kill lizardmen in the southern oasis in the Sinking Sands for the necklaces.
2. Slay Alliz Raef Ew seers until you get two crocodile spirit fetishes. The seers hang around the outskirts of the southern oasis.
3. Collect 10 Anaz Mal severed paws. Kill gnolls around the northern oasis for these.
4. Slay Anaz Mal scrappers until you've collected two Anaz Mal crests.
5. Return to Dirar Muti.

TRAINING ARENA

Prerequisites: Enough faction with the Court of the Blades to enter the clubhouse

Leads to: None

Solo or Group: Group

Loot: Increased faction with the Court of the Blades, coin

Exp: Low

This is one of the faction quests given out by Dirar Muti of the Court of the Blades. To receive this quest, you must first have proven yourself to the court enough to enter the clubhouse. To do this, complete a bunch of Mahir Lu'ay's quests in the Sinking Sands.

1. Speak to Dirar Muti in the Court of the Blades.
2. Win 10 rounds of combat in the Blades training arena. Head over to the Sultan's Palace and enter the door nearest the bridge that leads to the Tower of the Moon.
3. Speak to Fight Master Shaarka inside the training arena to start each round. You must win 10 rounds to complete the quest.
4. Return to Dirar Muti.

COURT OF THE COIN

CHANGING OF THE GUARD

Prerequisites: Amiable faction with the Court of the Coin

Leads to: Faction quest

Solo or Group: Group

Loot: Increased faction with the Court of the Coin

Exp: Very low

The law of the city dictates that control of the watchtower changes hands when the captain of the tower is killed by a knife inscribed with the insignia of the new owners. Take this ceremonial dagger and plunge it deep into the chest of a Truth or Blades captain, claiming his watchtower for the Court of the Coin.

1. Find a rival faction watchtower captain and claim his tower for the Court of the Coin by plunging the dagger into his chest.

CLEFT CRYSTALS

Prerequisites: None

Leads to: More faction tasks from Fadi

Solo or Group: Group

Loot: Increased faction with the Court of the Coin

Exp: +100 faction with the Court of the Coin and -100 faction with the other two courts

This is one of the faction tasks given by Fadi Miyaz. Completing this quest gains you faction with the Court of the Coin while reducing your faction with the Court of the Blades and the Court of Truth. This quest is repeatable.

1. Speak to Fadi Miyaz in the Court of the Coin.
2. Travel to the Clefts of Rujark to collect various crystals for Fadi.
3. Collect 50 blue crystals from around the zone for Fadi Miyaz.
4. Collect five red crystals from around the zone for Fadi Miyaz.
5. Return to Fadi Miyaz to complete this quest.

IMMINENT DANGER

Prerequisites: Amiable faction with Court of the Coin and completion of the quest Setting the House in Order

Leads to: Opens the Imminent Danger 1x group raid at the Court of the Coin

Solo or Group: Group

Loot: Coin, your choice of an item, and increased faction with the Court of the Coin

Exp: +5,000 faction with the Court of the Coin and -5,000 faction with the other two courts

Neriph, Caliph of the Coin, tells you that Maimun suggested to him that he should lead a group down into some recently discovered tombs. You feel that Maimun is up to something and volunteer to go in Neriph's place on this expedition.

1. Talk to Neriph in the Court of the Coin.
2. Head to the Living Tombs.
3. Survey the Residence Court section of the Living Tombs. You need to complete the A Slippery Situation quest to get this update.
4. Survey the Priestess' Court section of the Living Tombs.
5. Survey the Statue Court section of the Living Tombs.
6. Head to the entrance and look over the aqueduct to make sure it is stable and not in need of repair.
7. Assassins attack. Someone is trying to get in on your relic find. Fend them off quickly.
8. Go quickly to Barusha the Tradesman at the Hizite camp in the Sinking Sands by the Sandslide Passage and sign a trade agreement.
9. Assassins attack. Someone is trying to kill you again. Fend them off quickly and get that trade agreement signed.
10. Find someone near the Hizite camp and question him about the assassin attacks.
11. Talk to Amina close by and question her about the attacks.
12. Locate Amina's husband, Nabil, and talk to him about the secret information his wife claims he has about the attacks. She tells you that he can be found in the Pillars of Flame at his cave.
13. Zone into Pillars of Flame and follow the waypoint to Nabil's cave.
14. Locate Nabil within the cave and ask him about the attacks.
15. Assassins attack. Before you can finish your talk with Nabil, assassins kill him then turn on you. Fend them off quickly.
16. Read the note you find on the assassin's corpse.
17. The note tells you about a planned attack to assassinate Neriph.

MAIMUN'S GIFTS

Prerequisites: Amiable faction with the Court of the Coin

Leads to: Running the Business

Solo or Group: Solo

Loot: Coin

Exp: +5,000 faction with the Court of the Coin and -5,000 faction with the other two courts

Maimun Kazuhla, the chief of the barterlords, has hired you to assist with a little problem he has on his hands. Getting on his good side would be a good idea if you want to gain allies in the court.

1. Speak with Maimun Kazuhla in the Court of the Coin.
2. Maimun wants you to sneak into a young nobleman's house and switch a music box. The house is just south of the Court of the Coin.
3. Sneak into the nobleman's house and swap the music boxes.
4. Return to Maimun with the good music box.
5. Maimun sends you out to find some special gifts.
6. Harvest 10 bellflowers in Nekulos or Thunder Steppes.
7. Harvest 10 moonflowers in Feerrott.
8. Recover a bottle of perfume from the belly of a crocodile. Start killing crocs in the Sinking Sands until you get this update.
9. Find the Lady Samiel and get back the necklace she stole from Maimun. Find her on the Pirate's Perch; spawn her by killing all of the Samiel on the island then climbing to the top to find her.
10. Take the gifts back to Maimun in the Court of the Coin.
11. Maimun wants you to deliver the gifts to the handmaiden Ayala outside the Court of Truth. The Truth guards will not be happy with you being there, so be prepared to defend yourself.
12. Ayala wants you to wait while she goes and speaks with Isdala to get a response for Maimun.
13. Head back to Maimun and give him the bad news from Isdala.

MERCHANDISE INSPECTION

Prerequisites: None

Leads to: More faction tasks from Fadi

Solo or Group: Solo

Loot: None

Exp: +100 faction with the Court of the Coin and -100 faction with the other two courts

This is one of the faction tasks given by Fadi Miyaz. Completing this quest gains you faction with the Court of the Coin while reducing your faction with the Court of the Blades and the Court of Truth. This quest is repeatable.

1. Speak to Fadi Miyaz in the Court of the Coin.
2. Travel to Sinking Sands and inspect the Barrels of Merchandise next to Thara Bashirah at the docks.
3. Travel to the Pillars of Flame and inspect the Barrels in the Swiftriders Camp by the camel dealers.
4. Speak to Fadi Miyaz to complete this quest.

MONKEY HUNT

Prerequisites: None

Leads to: More faction tasks from Fadi

Solo or Group: Solo

Loot: None

Exp: +100 faction with the Court of the Coin and -100 faction with the other two courts

This is one of the faction tasks given by Fadi Miyaz. Completing this quest gains you faction with the Court of the Coin while reducing your faction with the Court of the Blades and the Court of Truth. This quest is repeatable.

1. Speak to Fadi Miyaz in the Court of the Coin.
2. Use the monkey trap you're given to capture seven monkeys.
3. Speak to Fadi Miyaz to complete this quest.

RUNNING THE BUSINESS

Prerequisites: Amiable faction with Court of the Coin and completion of the quest Maimun's Gifts

Leads to: Setting the House in Order

Solo or Group: Group

Loot: Coin and an item

Exp: +5,000 faction with the Court of the Coin and -5,000 faction with the other two courts

Neriph, Caliph of the Coin, needs a little help running the Court of the Coin. Neriph wants you to handle a few priorities so the Court of the Coin can be a stronger organization.

1. Talk to Neriph in the Court of the Coin.
2. Neriph wants you to assert a little influence over the city.
3. "Retire" a Truth tower captain. (Grab the Changing of the Guard quest while you do this.)
4. "Retire" a Blades tower captain. (Grab the Changing of the Guard quest again for this step.)
5. Collect 20 shade prowler pelts from the Sinking Sands.
6. Collect 20 sunstrider gazelle pelts from the Pillars of Flame.
7. Report back to Neriph.
8. Neriph wants you to collect some of the taxes owed the Court of the Coin.
9. Collect the tax money from Ahzeem the Bartermaster in the Golden Scepter.
10. Collect the tax money from Honest Ali at the docks in the Sinking Sands.
11. Collect the tax money from Merchant Gaazahl in Maj'Dul.
12. Collect 20 caiman skins for Neriph's boots in the Sinking Sands.
13. Report back to Neriph with the tax money and caiman skins.
14. Hire a new preceptor and "fire" the old one, Preceptor Kamel. You can find a new preceptor near the Champion's Court.

15. Hire Preceptor Jazeel down at the Champion's Court.

16. Wait for Preceptor Kamel down by the Champion's Court. He will be along shortly when the Champion makes his walk. "Fire" him.

17. Report back to Neriph that the preceptor issue has been taken care of.

SERVING THE COURT OF THE COIN IN MAJ'DUL

Prerequisites: Amiable faction with the Court of the Coin

Leads to: Faction tasks from Fadi Miyaz, Supply Replenishment

Solo or Group: Solo

Loot: None

Exp: +400 faction with the Court of the Coin and -400 faction with the other two courts

To serve the Court of the Coin, speak to Ishraq Abal in the Court of the Coin. This quest simply involves receiving and completing one of several quests that Fadi Miyaz gives you. Fadi Miyaz stands next to Ishraq Abal. This repeatable quest improves your faction with the Court of the Coin while decreasing faction with the Court of the Blades and the Court of Truth.

1. Speak to Ishraq Abal in the Court of the Coin.
2. Report to Fadi Miyaz for further instructions. He stands right next to Ishraq Abal.
3. Complete Fadi Miyaz's assignment and return to speak with Ishraq Abal.

SETTING THE HOUSE IN ORDER

Prerequisites: Amiable faction with Court of the Coin and completion of the quest Running the Business

Leads to: Imminent Danger

Solo or Group: Group

Loot: Coin and the choice of an item

Exp: +5,000 faction with the Court of the Coin and -5,000 faction with the other two courts

Neriph, Caliph of the Coin, has a rebellion on his hands and needs a little help getting everything back under control. Visit the barterlords and see if you can straighten it all out for Neriph.

1. Talk to Neriph in the Court of the Coin.
2. Talk with Barterlord Jal'Daris in the Golden Scepter.
3. Show Jal'Daris just how serious you are.
4. Destroy Jal'Daris' shipments in Maj'Dul near the gates to the Sinking Sands.
5. Destroy Jal'Daris' shipments in the Sinking Sands near the docks.
6. Return to Jal'Daris and let him know his shipments have been damaged and he should get the point.
7. Talk with Barterlord Ardala in the Golden Scepter.
8. Show Ardala just how serious you are.
9. Rough up a couple groups of the thugs that Ardala uses to extort Maj'Dul shopkeepers down by the gates to the Sinking Sands.
10. Locate Bindi the Croc Hunter and send him on "vacation" for awhile. Bindi is part of a roaming party of hunters in the Croc Caves.
11. Return to Ardala and let him know that some of his best employees have gone on "vacation." Ardala should get the message.
12. Talk to Asadel about his role in the Court of the Coin. He should be in his residence just south of the Court of the Coin.
13. Head to the training hall inside the Champion's Court and "retire" one of Asadel's preceptors.
14. Return to Asadel and let him know one of his preceptors had to "retire" early. Asadel should get the message.
15. Return to Neriph, Caliph of the Coin, and let him know that all of his barterlords are back under control again.

SUPPLY REPLENISHMENT

Prerequisites: First speak to Ishraq Abal who is standing close to Fadi Abal and start her quest, Serving the Court of the Coin

Leads to: Speak with Ishraq Abal after you complete Fadi's task

Solo or Group: Solo

Loot: None

Exp: +100 faction with the Court of the Coin and -100 faction with the other two courts

This is one of the tasks given by Fadi Miyaz after you speak with Ishraq Abal to start gaining faction within the Court of the Coin. Completing this quest gains you faction with the Court of the Coin while reducing your faction with the Court of the Blades and the Court of Truth. This quest is repeatable.

1. Speak to Fadi Miyaz in the Court of the Coin.
2. Fadi has given you the task of hunting within the Pillars of Flame to restock the court's raw supplies.
3. Collect eight beaks from the sunfeather falcons at the zone line to the Sinking Sands within the Pillars of Flame.
4. Collect five hairs from the desert prophets in the Pillars of Flame.
5. Speak to Fadi Miyaz to complete this quest.
6. Speak with Ishraq Abal to finish the quest Serving the Court of the Coin.

COURT OF TRUTH

AQUEDUCT RESEARCH

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: +100 faction with the Court of Truth and -100 faction with the other two courts

This is one of the tasks given by Muyassar Zuhur to continue gaining faction with Court of Truth. Completing the quest gains you faction with the Court of Truth while reducing your faction with the Court of the Coin and the Court of the Blades. This quest is repeatable.

1. Speak to Muyassar Zuhur in the Court of Truth.
2. Head to the Living Tombs to inspect the Aqueducts.
3. Inspect the first Aqueduct at (-497, 12, 316) or (-633, -16, 318)
4. Inspect the second Aqueduct at (-354, 12, 408) or (-352, -7, 407)
5. Harvest five Aqueduct fragments from the central area of the Aqueducts.
6. Return to Muyassar Zuhur.

IN THE NAME OF LOVE

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: Very high

Isdala's lady in waiting has told her of a rumored love philter she can concoct to cause Dukaris to fall in love with her. Isdala sends you to obtain the items she will need to prepare this philter.

1. Speak to Isdala in the Court of Truth.
2. Kill five dune spiderlings.
3. Kill seven sharks.
4. Kill nine sirens.
5. Kill 21 crocodiles.
6. Return to Isdala.
7. Meet with Ayala.
8. Go to Ayala.
9. Speak with Zabah.
10. Return to Isdala.

INTELLIGENCE GATHERING

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: +100 faction with the Court of Truth and -100 faction with the other two courts

This is one of the tasks given by Muyassar Zuhur to continue gaining faction with Court of Truth. Completing the quest gains you faction with the Court of Truth while reducing your faction with the Court of the Coin and the Court of the Blades. This quest is repeatable.

1. Speak to Muyassar Zuhur in the Court of the Truth.
2. Take the book to the copier.
3. Gather 10 dried stonehide leathers.
4. Visit the copier again.
5. Return to Muyassar Zuhur.

ISHARA'S SEARCH

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: +100 faction with the Court of Truth and -100 faction with the other two courts

This is one of the tasks given by Ishara in the Court of Truth.

1. Speak to Ishara in the Court of Truth.
2. Speak to Asadel at his apartment.
3. Visit the four nomad camps to find if the Saracen came from their tribe.
4. Visit Barusha the Tradesman in the Sinking Sands.
5. Visit Trader Hazin in the Sinking Sands.
6. Visit Peddler Otis in the Pillars of Flame.
7. Visit Merchant Breeze in the Pillars of Flame.
8. Speak to Asadel at his apartment.
9. Speak to a fan in the cheering crowd.
10. Speak to preceptor outside the dueling instance.

11. You're sent proof in the cave. Click on it to get evidence.
12. Return to Ishara.

MAP VERIFICATION

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: +100 faction with the Court of Truth and -100 faction with the other two courts

This is one of the tasks given by Mugassar Zuhur to continue gaining faction with Court of Truth. Completing the quest gains you faction with the Court of Truth while reducing your faction with the Court of the Coin and the Court of the Blades. This quest is repeatable.

1. Speak to Mugassar Zuhur in the Court of Truth.
2. Visit the Spectre Tower.
3. Visit the Pirate's Perch.
4. Visit the Undercity Arena.
5. Visit the Western Stinging Isle.
6. Visit the Table of Eyes.
7. Visit the Scrawling Cliffs.
8. Visit the Sun Spires.
9. Return to Mugassar Zuhur.

PHYLACTRE OF TRUTH

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: +100 faction with the Court of Truth and -100 faction with the other two courts

This is one of the tasks given by Mugassar Zuhur to continue gaining faction with Court of Truth. Completing the quest gains you faction with the Court of Truth while reducing your faction with the Court of the Coin and the Court of the Blades. This quest is repeatable.

1. Speak to Mugassar Zuhur in the Court of Truth.

2. Mugassar sends you out to collect some items for the court.
3. Collect 20 seashells.
4. Collect 10 fossilized rocks.
5. Collect 15 crystal fragments.
6. Return to Mugassar Zuhur.

THE LIVING TOMBS

AUXILIARY SERVICE

Prerequisites: I Seek Knowledge

Leads to: A Frightful Feast

Loot: Coin

Exp: Average

This quest takes you closer to the Ewer of Sul'Dae. Phar'Ahkt from the Living Tombs has sent you to find the Steward of Fyr'Un for more information on the Ewer of Sul'Dae. But before he will answer your questions, you must help with a little cleaning.

1. Speak to Steward Fyr'Un in the aqueducts of the Living Tombs. He can be found patrolling the aqueducts just north of Residence Court.
2. Exterminate the foreign souls bathing in the East Natatorium of Nief. This is the pool of green sludge on the east side of the Trade Court. Jump in to spawn the bathers.
3. Exterminate the foreign souls bathing in the West Natatorium of Nief. Jump into the pool on the west side of the Trade Court to spawn them.
4. Kill a channel prowler in the aqueducts that the Steward of Fyr'Un roams in. Then speak to Steward of Fyr'Un.

FINDING MY WAY

Prerequisites: A Frightful Feast

Leads to: Tracing the Map

Solo or Group: Solo

Loot: Leggings of the Dark Mother or Ahketian Tome of Summoning

Exp: Average

This quest is given by a ruined directory of the Living Tombs. It is part of a sequence of quests that take you all over the Living Tombs.

1. Find the Ruins of the Great Directory in the Living Tombs (-471, -39, 444) near the serpents of immortality.
2. Find a way to release the spirits of the custodians. The Serpent Harp of Cul is atop the climbable walls in the Residence Court (-468, 23, 369).
3. Once you play the harp, a timer starts ticking and you must find the five custodians before it runs out. Dash around the area and slay the following custodians: Cul'Ahn, Cul'Vakh, Cul'Dan, Kul'Kahn, Cus'Osis.
4. Return to the Great Directory.

A FRIGHTFUL FEAST

Prerequisites: Auxiliary Service

Leads to: Finding My Way

Solo or Group: Solo

Loot: Coin

Exp: Average

This is a simple quest to get Orus'Dakh to tell you more about the Ewer of Sul'Dae. The tasks are simple but the mobs that roam around the Living Tombs make it difficult to travel without being harassed.

1. To start the quest, you must raise Orus'Dakh by using five runes on the Orus'Un Monolith. The five runes required are: Orus, Duak, Ahk, Kan, and Hek.
2. Search for six food items for Orus'Dakh around the Living Tombs. The items spawn randomly so peek in every nook and cranny. The six items to look for are: spoiled bucket of meat, spoiled peacock eggs, pot of spoiled coffee, spoiled crock of cheese, spoiled bottle of wine, and a spoiled pot of soup.
3. Return to the Orus'Un Monolith and summon Orus'Dakh to give him his meal.

SEARCHING FOR THE SILENT CITY

Prerequisites: None

Leads to: Access quest to the Silent City

Solo or Group: Group

Loot: Coin and an arena champion

Exp: Very high

Just inside the Living Tombs, you stumble upon a monkey with a note attached to his neck. The monkey's owner, Punja, has headed deeper into the zone and found a zone to the Silent City. Punja describes the steps taken to gain access to the Silent City. If they're followed closely, you can gain access to the Silent City as well.

1. Click on the monkey at the zone in and read his note.
2. Seek out and kill 3 priestesses for parts of a incantation that will allow you to gain access to the Silent City.
3. Seek out and kill the Sul Priestess of the Fyr'Un in the Trade Court. Disrupting the flow of water should draw her attention and bring her to you.
4. Seek out and kill the Ara Priestess of the Fyr'Un in the Residence Court. Clearing the spectres should draw her attention and bring her to you.
5. Seek out and kill the Rin Priestess of the Fyr'Un in the Priestess' Court. Kill the zombies offering sacrifice to her then use their urns to lure her out of hiding.
6. Head into the Statue Court and spin the statue. This is very easy from within the aqueducts. Stand on the edge and this opens passage to the Silent City.

THE SECRET OF HAK'PYZ

Prerequisites: Must have started Undead Censorship

Leads to: None

Solo or Group: Solo

Loot: The Canopic of Hak'Pyz

Exp: Low

This is the quest to obtain the Canopic of Hak'Pyz, a required item for Undead Censorship.

1. Examine the hidden compartment at the bottom of the western pool in the Priestess' Court. Once you inspect the compartment, you have a limited time to find and activate four switches.
2. Activate the second switch you come across (-99, 13, 73) in the northwest of the court.
3. Activate the third switch (-271, 17, 94) on the roof of the building just north of the eastern pool.
4. The first switch (-336, 2, 156) is on a wall east of the eastern pool.
5. The fourth switch (-308, 9, 174) is on the climbable wall next to the eastern pool.
6. Return to the hidden compartment in the pool.

THE SECRET OF IM'SEKT

Prerequisites: Must have started Undead Censorship

Leads to: None

Solo or Group: Solo

Loot: The Canopic of Im'Sekt

Exp: Low

This is the quest to obtain the Canopic of Im'Sekt, a required item for Undead Censorship.

1. Examine the hidden compartment at the bottom of the pool in the Trade Court. Once you inspect the compartment, you have a limited time to find and activate four switches.
2. Activate the second switch you come across (-678, 8, 111) in the northeast of the court, near the climbable wall.
3. Activate the first switch (-563, 4, 148). To reach it, climb the wall next to the second switch and follow the green liquid onto the roof of the building. Then head west over the bridge.
4. The third switch (-709, 4, 256) is on the opposite side of the building.
5. To get the fourth switch, return to the roof of the building. In the building's southeast corner, near the huge serpent head, drop down to the ledge below. The fourth switch (-652, 1, 215) is on this ledge.

6. Return to the hidden compartment in the pool.

THE SECRET OF QEY'NUF

Prerequisites: Must have started Undead Censorship

Leads to: None

Solo or Group: Solo

Loot: The Canopic of Qey'Nuf

Exp: Low

This is the quest to obtain the Canopic of Qey'Nuf, a required item for Undead Censorship.

1. Examine the hidden compartment at the bottom of the eastern pool in the Priestess' Court. Once you inspect the compartment, you have a limited time to find and activate four switches.
2. Activate the first switch (-346, -12, 187) in the southeast of the court.
3. Activate the second switch (-175, 29, 183) on the roof of the building just west of the eastern pool.
4. The third switch (-177, 26, 64) is on the roof of the building to the northeast of the western pool.
5. The fourth switch (-259, 2, 92) is east of the third switch, on a short ledge.
6. Return to the hidden compartment in the pool.

A SLIPPERY SITUATION

Prerequisites: None

Leads to: Access quest

Solo or Group: Group

Loot: Coin

Exp: High

You find a wall covered in oil that you're unable to climb. You need to find a way to remove the oil. Maybe burning it off would work.

1. Locate a torch nearby to burn the oil off the wall.
2. Phenos the Explorer has the torch and can be found close by.
3. Return to the wall to see if the oil is flammable.

TRACING THE MAP

Prerequisites: Finding My Way

Leads to: Undead Censorship

Solo or Group: Solo

Loot: Star Ruby Earring of Ethernere or Silvered Vambraces of Ethernere

Exp: High

This is another in a long line of quests that take place in the Living Tombs. You're sent running around the Living Tombs for more information. Be sure to collect the runes from the zombies, as you need them to activate one of the monoliths.

1. Inspect the Makeshift Grave near the Orus'Un Monolith and read the Brethren map that you find.
2. Go to the highest tier of the Tower of Cul'Dan. This is the rooftop with the Serpent Harp from the last quest.
3. Go to the aqueduct west of the Tower of Cul'Dan. Head west along the rooftops and drop into the aqueduct.
4. Follow the aqueduct north and then west from the Tower of Cul'Dan.
5. Search east of the aqueduct that enters the Priestess' Court. Find Varin N'Mar in a dark corner and speak to him.
6. Find the Lect'Un Monolith on the west side of Priestess' Court and activate it. To activate it, you'll need a Lect, Zoda, Ahk, Duak, and Hek rune. Collect them off the zombies in the Living Tombs.
7. Ask Lect'Zadh about Malkonis D'Morte and then ask about the Ancile of D'Morte.

UNDEAD CENSORSHIP

Prerequisites: Tracing the Map

Leads to: From Hands of Stone

Solo or Group: Solo

Loot: Coin

Exp: Average

This quest has you search the different courts of the Living Tombs for canopic jars. To attain these jars, you have to complete a few side quests.

1. Examine the Censer of Orus'Dal near the pool by the Lect'Un Monolith.

2. Find the Canopic of Im'Sekt. Receive this by completing the Secret of Im'Sekt quest that is started by inspecting the hidden compartment at the bottom of the pool in the Trade Court.
3. Find the Canopic of Du'Mutef. Receive the quest for this by inspecting the hidden compartment at the bottom of the pool in the Residence Court.
4. Find the Canopic of Qey'Nuf. Receive the quest for this by inspecting the hidden compartment at the bottom of the eastern pool of the Priestess' Court.
5. Find the Canopic of Hak'Pyz. The quest starter for this is at the bottom of the western pool in the Priestess' Court.
6. Return to the Censer of Orus'Dal.

THE WHISPERS OF DEATH

Prerequisites: None

Leads to: Language of the Undead

Solo or Group: Group

Loot: None

Exp: Average

You find a strange bone tablet in the hands of an undead. Writing is scratched deeply into the surface of the bone. It seems to be the same sentence written in several different languages. If you can find the rest of the tablet, maybe you can decipher the undead tongue.

1. Find the missing pieces of the bone tablet until you have all five.

MAJ'DUL

THE AFTERLIFE

Prerequisites: Must be level 50 to start these quests.

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Very low

You can find Aquin near the Court of Truth. He is a storyteller with many tales. He asks you to pass judgment on the undead.

1. Speak with Aquin.
2. Aquin has asked you to help judge the undead. He wants you to render judgment on eight spectres in the Sinking Sands near the Oasis.
3. Return and speak with Aquin.

ANSWERING ZALARAS SUMMONS

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: Average

Aquim, a storyteller on the streets of Maj'Dul, tells you the tale of Anankar and Zalara. After telling you a story he asks you to gather some creatures for him.

1. Speak with Aquim in Maj'Dul by the Court of Truth.
2. Gather a shade prowler.
3. Gather a deepwater caiman.
4. Gather a plated digger.
5. Gather a dune scarab.
6. Gather a dune spider.
7. Return to Aquim to finish his tale.

THE ASHES OF CONQUEST

Prerequisites: Further Assistance to the Court of the Blades

Leads to: The Champions of Rujark

Solo or Group: Group

Loot: Faction with the Court of the Blades, coin

Exp: Average

This first quest given by Zahr Shabao is the final part of the quest given in the Sinking Sands by Hadot Al'Uzza. This quest begins the series of quests in the Clefts of Rujark.

1. Speak to Zahr Shabao in front of the Court of the Blades after completing Hadot Al'Uzza's quest, Further Assistance to the Court of the Blades.

2. Go to the Clefts of Rujark and destroy the Rujarkian War Map. The map sits on the big circular table in the War Room (15, 17, -113).
3. Destroy the Rujark Invasion Plans. These sit on a table against the wall in the War Room.
4. Report back to Zahr Shabao.

THE BONES IN THE BOX

Prerequisites: Have started the quest A Damsel in Distress

Leads to: None

Solo or Group: Solo

Loot: The Bones of Dalgin B'Dynn

Exp: Average

This is the quest to get the Bones of Dalgin B'Dynn for the A Damsel in Distress quest.

1. Examine the box of bones next to Antiquitor Kantus Mor'Tael (-235, -8) at the Outcast's Ledge in Maj'Dul to start the quest. Then speak to the Antiquitor for further instructions.
2. Hunt eight glyphskull skeletons in the Sinking Sands. Climb the cliffs by the Oasis of Marr to find them.
3. Return to Antiquitor Kantus Mor'Tael and give him the skulls. Then take the Bones of Dalgin B'Dynn from the box sitting next to the Antiquitor.

BRING THE END

Prerequisites: The Champions of Rujark

Leads to: None

Solo or Group: Group, Raid

Loot: Faction with the Court of the Blades, coin

Exp: High

This is the final quest in Zahr Shabao's line of assignments. The first couple steps in the quest can be done with a small group but to kill General Rujark, you'll need to form a raid group.

1. Speak to Zahr Shabao in front of the Court of the Blades.

2. Kill Overlord Korkakth in the Clefts of Rujark. The Overlord shares a spawn point with the Rujark Cleft Commander in the northwest corner of Rise of the Overlord. You may need to kill the Cleft Commander to spawn Overlord Korkakth.
3. Kill General Rujark who spawns in the Throne of Conquest after you kill Overlord Korkakth. General Rujark is an Epic (x2) mob so bring plenty of friends.
4. Return to Zahr Shabao.

THE CHAMPIONS OF RUJARK

Prerequisites: The Ashes of Conquest

Leads to: Bring the End

Solo or Group: Group

Loot: Faction with the Court of the Blades, coin

Exp: High

This is another quest given by Zahr Shabao that sends you into the Clefts of Rujark. Completing the quest increases your faction with the Court of the Blades.

1. Speak with Zahr Shabao in front of the Court of the Blades in Maj'Dul.
2. Go to the Clefts of Rujark and kill Blademaster Thul (119, 20, -181). He's on the second level just northwest of the War Room.
3. Kill Far Seer Vokkal in the Clefts of Rujark. He's on the upper level in the Rise of the Lost Relic (-13, 49, 102).
4. Kill Azhahkar the Gatecaller in the Clefts of Rujark. Find him east of the War Forge on the second level (24, 22, 3).

CONSEQUENCES

Prerequisites: Level 55

Leads to: None

Solo or Group: Solo

Loot: None

Exp: Average

This is a quest given by Barakah, the gold dragon, in her High Elf form. Barakah sends you on a quest to hear how one man's choice has affected his life.

1. Speak with Barakah in Maj'Dul near the Gilded Twilight Terrace.
2. Find the cobbler in the Midday Market. The cobbler is actually an outcast of Maj'Dul who sits at (87, -13).
3. Find some leather for the cobbler. Slay deepwater caimans on the beaches of the Sinking Sands and return to the Cobbler.
4. Wait a full day (game time) for the cobbler to make the shoes and return to hear his story. Then return to Barakah.

A DAMSEL IN DISTRESS

Prerequisites: None

Leads to: Trap Snapping, My Service for an Idol, The Bones in the Box, The Tale of Dalgin B'Dynn

Solo or Group: Solo

Loot: Coin, Bones of Dalgin B'Dynn

Exp: High

This quest sends you all over Maj'Dul in search of items. You must even undertake a few side quests for some. Find the rest by scouring the rooftops and markets of Maj'Dul. To get to the rooftops, look for trellises that span from the ground to the roof. Items can appear in different locations. The locs listed below are only one possible loc for each item.

1. Speak with Shan (66, -114) near the Golden Scepter in Maj'Dul. Read her note to start the quest.
2. Get the Urn of Al'Hadid. One possible location: the market at Skygazer Plateau (-180, -103).
3. Speak to Barterlord Tum Jal'Daris in the Golden Scepter and complete his quest, My Service for an Idol, to get the Idol of Dunefury.
4. Get the Box of Tupperwuzzle. One possible location: the Midday Market (108, -68).
5. Speak to Barterlord Feth Ardala in the Golden Scepter and complete his quest, Trap Snapping, to get the Sunspire Necklace.
6. Get the Lilfire Ewer. One possible location: the Midday Market (56, -68).

- Get the King's Tomb Tavern. One possible location: on a rooftop (-164, 116). To get to the rooftops, climb the trellis at (-153, 107) and hop and jump to the painting.
- Get the Scent of Aros Thalinor. One possible location: the market at Skygazer Plateau (-153, -100).
- Get the Rod of the Rukh. One possible location: on a rooftop (-190, 111). The nearest trellis is at (-153, 107).
- Speak to Antiquitor Kantus Mor'Tael in Outcast's Ledge and complete his quest, the Bones in the Box, to get the Bones of Dalgin B'Dynn.

DELVING INTO DARKNESS

Prerequisites: A Final Note
 Leads to: I Seek Knowledge
 Solo or Group: Solo
 Loot: Coin, Seeker Abdeef's Notes
 Exp: Average

With the mystery behind the Peacock Club's disappearance solved, you now turn your attention to an artifact that was valuable to both the Peacock Club and their enemies.

- Speak to Antiquitor Kantus Mor'Tael after finishing the Peacock Club's line of quests.
- Examine the book next to the Antiquitor and write the title, "The City of Everlasting." Then speak to the Antiquitor once more.
- Find Seeker Abdeef in Maj'Dul. You can find him in the market near the carpet to the Sinking Sands.
- Look for the 10 Phoenix Staves in the Living Tombs. These staves are surrounded in flames and easy to spot in the Trade Court of the Living Tombs. Their locations may vary, so search around. The 10 Phoenix Staves are: the Staff of 'Un, the Staff of Valas, the Staff of Orus, the Staff of Kan, the Staff of 'Adh, the Staff of Nief, the Staff of 'Sek, the Staff of Phar, the Staff of Sul, the Staff of Fyr.

DOWN TO THE LAST PEACOCK

Prerequisites: Welcome to the Peacock Club
 Leads to: Secrets of a Used Skull
 Solo or Group: Solo
 Loot: Coin, a skull with glyphs
 Exp: Average

This is another quest in the long line of Peacock Club quests. Complete the quest to find out more about this mysterious group.

- Return to the Peacock Club in Maj'Dul (-228, 81) and speak with Wad'dah.
- Search the Peacock Club for clues. There is a clickable knife on one of the tables.
- Scour Maj'Dul to find information about a camel. Perhaps Camel Dealer Ha'kal near the Court of the Coin can help you out.
- Hunt for samples of each type of camel hair. The first type, from the Baldoras family, can be found near Trader Hazin in the Sinking Sands. Kill one of the Baldoras camels at (-225, -390).
- The Amal'an herder jogs with his camels in a huge circle around the southern oasis in the Twin Tears of the Sinking Sand. Hang around the ridge of the oasis and with a little luck, you'll catch him making his rounds.
- The Hafasal herder in the Undercity Arena herds Raj'Dur camels (-72, -126). Kill a Raj'Dur camel for its hide.
- Return to Camel Dealer Ha'kal in Maj'Dul.
- Find the Baldoras supply camp and clear out its members. This camp is right next to the Baldoras camel herder from step 4. Kill all the Baldoras and search the camp for the Baldoras family scroll.
- You have less than four minutes to find the Baldoras hidden burial site. Head directly northeast from the camp and toward the Bay of Annuk (-1, 001, -1277). Inspect the burial site.
- Return to Wad'dah at the Peacock Club. Then leave the club so that Wad'dah can examine the remaining skulls in silence.

EVERY ONE COUNTS

Prerequisites: Level 55
 Leads to: None
 Solo or Group: Solo
 Loot: None
 Exp: Average

This quest is given by Siyamak in his Dark Elf form. He sends you on a quest to meet an outcast woman so that you may learn from her.

- Speak to Siyamak on Outcast's Ledge in Maj'Dul.
- Find the correct outcast woman in Outcast's Ledge. The outcast of Maj'Dul sits near Antiquitor Kantus Mor'Tael at (-251, -11).
- Locate a blue vase in the Living Tombs. The vase is deep inside the Living Tombs at (-309, 191) just above a climbable wall. Return to the outcast woman in Maj'Dul.
- Find a high place from which to throw the vase. Go back to the Pillars of Flame and head to the very far southeast. Find the high rock pillar with djinn on it. Climb to the top where Tan'Ke Rei, the Pillar Guardian, stands watch. Get the quest update at the top, on the side nearest the ocean (1600, -77).
- Return to the outcast woman and then speak to Siyamak.

A FINAL NOTE

Prerequisites: Secrets of a Used Skull
 Leads to: Delving into Darkness
 Solo or Group: Solo
 Loot: Coin
 Exp: High

This is the last quest in the series involving the Peacock Club. Complete the quest and you'll finally learn what happened to all the members of the Peacock Club.

- After you've completed Secrets of a Used Skull, read the note at the foot of the door to the Peacock Club.
- Find clues to where Kahil Baldoras has taken Wad'dah. Go speak with Camel Dealer Ha'kal near the Court of the Coin.
- Head to the Sinking Sands to find a camel trainer. Speak to Camel Trainer Jabiri who stands just north of the Oasis of Marr.
- Collect three ebbnutes from the ocean floor. Dive under water and look along the coast between the docks and just south of Buccaneer Beach. The ebbnutes lie sort of between the beach and the islands.
- Find a dunestrider camel and use the ebbnutes to lead it back to the corral. Find a dunestrider camel near the Revive Tent at the top of the Chimney (-1, 210, -671).
- Search for another clue at the Oasis of Raef. Head to the southern oasis in the Twin Tears. There is a note wedged in the wood at (-584, -772).
- Find and speak to Kerakta the lizardman guide. He roams around the northeastern outskirts of the oasis.
- Hunt for five rare bewitching bones from skeletal cobras. There are plenty of skeletal cobras in the Stilled Seas, just east of Trader Hazin.
- Return to Kerakta and he sends you west over the dunes to find some evidence of Wad'dah's presence.
- There are six pieces of evidence to find that spawn at random locations around the Anaz Mal oasis. Look for the evidence outside the outer ring of rocks that surround the oasis. The six items are: a correspondence pad, a sketchbook, a calligraphy set, a wine bottle, a drum, a map scroll.
- Slay Anaz Mal scavengers until you find the three missing pages.
- Find the Weeping Hermit between the two oases.

- Clear the resting grounds of goblin gravediggers. The resting ground is north of the oasis, just before the cliffs begin (-370, -1462).
- Return to the Weeping Hermit and head to the Living Tombs. The entrance to the living tombs is in the northern oasis.
- When you drop down to the pool below the entrance (-642, -17, -289), you are attacked by sentinels of Anu'ish. Defeat them and investigate the pool.
- Defeat zombie Fadid, Hafsa Ka'lin, and Kahil Baldoras. Then inspect Wad'dah's rotting corpse to find the key to the Peacock Club.
- Return to the Peacock Club and speak to Marshal Ralem Christof.

I SEEK KNOWLEDGE

Prerequisites: Delving into Darkness

Leads to: Auxiliary Service

Solo or Group: Solo

Loot: Bracelet of Woven Essence, Death-Wrought Bracelet, Ahketian Mythic Cowl, Silvered Greaves of Ethernere, or Silvered Leggings of Ethernere

Exp: Average

This is a quest to find out more about the artifact that was involved with the Peacock Club's disappearance. You are now working with Seeker Abdeef to find out more about the Ewer of Sul'Dae. Use the notes he gives you from Delving into Darkness to find out more.

- Examine Seeker Abdeef's Notes that are given to you by Seeker Abdeef at the end of Delving into Darkness.
- Locate Phar'Ahkt in the Living Tombs by examining the Phar'Un Monolith in the Trade Court.
- To activate the Phar'Un Monolith, you need five runes found on the bodies of the undead that roam the Living Tombs. There are many runes to be found but you need the following five to activate the monolith: Phar, Ahk, Hek, Kan, and Tal. Kill the various undead in the Living Tombs to retrieve these five runes.

- Before you activate the monolith, be sure that you've completed the language quest, the Whispers of Death. Otherwise, you won't be able to understand Phar'Ahkt. Start The Whispers of Death by examining the stone tablets that the undead drop.
- Activate the Phar'Un Monolith with the runes and speak with Phar'Ahkt about the Ewer of Sul'Dae.

MY SERVICE FOR AN IDOL

Prerequisites: Have started the quest, A Damsel in Distress

Leads to: None

Solo or Group: Solo

Loot: The Idol of Dunefury

Exp: Average

This is the quest to get the Idol of Dunefury, a required item in A Damsel in Distress quest.

- Speak to Barterlord Tum Jal'Daris (109, -154) in the Golden Scepter to start the quest.
- Hunt Samiel outfitters in the Sinking Sands until you find eight Far Sands cargo crates. Find the outfitters on the south end of Buccaneer Beach. Upon finding all eight crates, you receive a Samiel outfitter note.
- Read the Samiel outfitter note to find out where the rest of the crates are.
- Go to Brigand's Boneyard, the island northeast of the docks. Climb up to the top and defeat the mobs that attack. Grab the last cargo crate and return to Barterlord Jal'Daris. You may need to wait for the cargo crate to spawn.

THE NAME OF MY FOREFATHERS

Prerequisites: Level 50

Leads to: None

Solo or Group: Solo

Loot: Coin, Zeke Two Tone's Diary

Exp: High

Zeke Two Tone seems to have lost his memory and doesn't know how he got to Maj'Dul. Help him remember. This is the access quest for the Shimmering Citadel.

A THIEF IN THE HOUSE OF BLADES

Prerequisites: Have started the quest Welcome to the Peacock Club

Leads to: None

Solo or Group: Solo

Loot: Coin, the Cutthroat Banner of the Blades

Exp: Average

This is the quest to get the ceremonial Cutthroat Banner of the Blades, a required step for another quest, Welcome to the Peacock Club.

1. Start this quest by examining a Service Entrance Key, Blades. There is a Service Entrance Key for each of the three courts. All the keys are dropped by the palace sweeper. Which key she drops is random so you must kill her repeatedly until you receive all three keys. Examine each key to start each quest. The palace sweeper spawns near the carpet to the Sinking Sands and roams around Maj'Dul. Look for her strolling between the Library of Light, through Skygazer Plateau, and toward the Sultan's Palace.
2. Sneak into the Palace of the Blades without being noticed. To do this, find the back entrance to the Court of the Blades (13, 91). Once you enter, you have less than five minutes to complete the tasks.
3. Inspect the glass case in one of the rooms downstairs. You need three keys to open the case.
4. Run upstairs and into one of the side rooms to inspect a book on the table. This is the clue to find the first key.
5. The clue to the second key is in the other room opposite the room with the book. Examine the painting on the wall for the clue.
6. Back downstairs, in the room with the glass case, is a scroll. Inspect it to find the clue to the third key.

7. Speak to the ghost of Hadal that appears next to the pyre.

THE TALE OF DALGIN B'DYNN

Prerequisites: A Damsel in Distress

Leads to: Welcome to the Peacock Club

Solo or Group: Solo

Loot: Coin

Exp: Low

Before you can start this quest you must complete A Damsel in Distress, given by Shan near the Golden Scepter.

1. Speak to Antiquitor Kantus Mor'Tael to start the quest.
2. Examine and read the book leaning against the Box of Bones next to the Antiquitor.
3. Find something that looks like a coiled rock in the Sinking Sands. This is Hullcrusher Rock, just southeast of the docks. As you climb the ramp, you'll be attacked by the Sage of Sea Winds.
4. Find the Grotto Grave and destroy the haunt of the Sage of Shadows. Find the grave in the Croc Caves at (-1239, -810). When you find it, the Sage of Shadows appear and attacks.
5. Find the Aqueduct Ruins and destroy the haunt of the Sage of Sandstorms. The ruins are at (-743, -552) in the Sinking Sands. Destroy the Sage of Sandstorms when it appears.
6. Locate the tower of the dead in the Sinking Sands and destroy the haunt of the Sage of Whispering Death. The Spectre Tower is at (-1254, -116) in the Oasis of Marr.
7. Find the location of Dalgin B'Dynn's demise in the Sinking Sands. Search the very north end of the Croc Caves, near the opening to the sea (-1260, -1112). Defeat the bones of Dalgin B'Dynn.
8. Return to Antiquitor Kantus Mor'Tael.

1. Speak to Zeke Two Tone in Maj'Dul. He hangs out near the Gilded Twilight Terrace at (84, 37).
2. Go to the Pillars of Flame to find more information on Zeke. Travel to the Eastern Stinging Isle in the Pillars of Flame and look for a campfire near Qadira the Naga. Pick up the diary near the campfire and read it.
3. Return to Zeke Two Tone and show him the diary.
4. Look for Zeke's harp in the waters near the Eastern Stinging Isle (807, -1706). It's on the northeastern side of the island, sort of between the isle and the isle's larger "offshoot."
5. Return to Zeke Two Tone to tell him the bad news about his harp.

SECRETS OF A USED SKULL

Prerequisites: Down to the Last Peacock

Leads to: A Final Note

Solo or Group: Solo

Loot: Coin

Exp: Average

This is a quest given by examining the skull from Down to the Last Peacock. This is part of a series of quests that delves into the Peacock Club and what happened to its members.

1. Examine the skull with glyphs that Wad'dah gives you at the end of Down to the Last Peacock.
2. Speak to Antiquitor Kantus Mor'Tael in the Outcast's Ledge.
3. Find and collect the six Wards of Undeath in the Sinking Sands. These spawn at random locations throughout the Sinking Sands and look like half-circles on a pedestal.
4. Return to Antiquitor Kantus Mor'Tael after collecting all six Wards.
5. Locate and examine the Deathknell Pyre in the Sinking Sands (-607, -1133) near a couple of big rocks.
6. Kill five skeletons and return to the pyre before time runs out. There are plenty of skeletons on the rocks to the north of the pyre. If you don't return to the pyre in time, you'll have to retry it.

7. Now track down the keys. Historian Kaldara's remains are near the ruins in the Stilled Seas of the Sinking Sands. Look for a half-buried skeleton near some rocks (-623, -505). The clues point to lizardmen. Head over to Twin Tears to kill some lizardmen until you find the key.
8. Ganish's remains lies at (-997, -1197) in the sands near the Bay of Anuk in the Sinking Sands. Defeat the Raj'Dur raiders that attack to receive the key.
9. The final key belongs to a Blades Historian who wanders the Court of the Blades. Kill him and take his key.
10. Return to the Palace of the Blades and again enter through the servant's entrance. Unlock the case and take the banner before exiting.

A THIEF IN THE HOUSE OF COIN

Prerequisites: Have started the quest Welcome to the Peacock Club

Leads to: None

Solo or Group: Solo

Loot: Coin, the Cutthroat Banner of the Coin

Exp: Average

This is the quest to get the ceremonial Cutthroat Banner of the Coin, a required step for another quest, Welcome to the Peacock Club.

1. Start this quest by examining a Service Entrance Key, Coin. There is a Service Entrance Key for each of the three courts. All the keys are dropped by the palace sweeper. Which key she drops is random so you must kill her repeatedly until you receive all three keys. Examine each key to start each quest. The palace sweeper spawns near the carpet to the Sinking Sands and roams around Maj'Dul. Look for her strolling between the Library of Light, through Skygazer Plateau, and toward the Sultan's Palace.
2. Sneak into the Palace of the Court of the Coin through the servant's entrance. Get to the entrance in the back of the building by going through the gap in the fence (197, -3).

3. Once inside, examine the broken glass case to find that someone has already stolen the banner. Find the Terrorantula thieves, defeat them to get the banner, and exit.

A THIEF IN THE HOUSE OF TRUTH

Prerequisites: Have started the quest Welcome to the Peacock Club

Leads to: None

Solo or Group: Solo

Loot: Coin, the Cutthroat Banner of Truth

Exp: Average

This is the quest to get the ceremonial Cutthroat Banner of the Truth, a required step for another quest, Welcome to the Peacock Club.

1. Start this quest by examining a Service Entrance Key, Truth. There is a Service Entrance Key for each of the three courts. All the keys are dropped by the palace sweeper. Which key she drops is random so you must kill her repeatedly until you receive all three keys. Examine each key to start each quest. The palace sweeper spawns near the carpet to the Sinking Sands and roams around Maj'Dul. Look for her strolling between the Library of Light, through Skygazer Plateau, and toward the Sultan's Palace.
2. Sneak into the Palace of the Court of Truth through the servant's entrance. The servant's entrance is on the south side of the building (-149, 17).
3. Kill the three historians to retrieve the keys to the case. Historian Da'ran is to the north of the servant's entrance. Historian Mandala is west of Da'ran. Historian Faz'in is downstairs near the banner case.
4. Inspect the case to use the keys and take the banner. You can either fight the Guardian of Ank'Nief that appears, or try to make a run for it and exit the way you came.

TRAP SNAPPING

Prerequisites: You need to have started the quest, A Damsel in Distress.

Leads to: None

Solo or Group: Solo

Loot: The Sunspire Necklace

Exp: Low

This is the quest to get the Sunspire Necklace, one of the required items for the A Damsel in Distress quest.

1. Speak to Barterlord Feth Ardala (113, -143) in the Golden Scepter to start the quest.
2. Destroy the eight crocodile traps in the Crocodile Caves. Their locs are:
 - Trap 1: (-1282, -765)
 - Trap 2: (-1250, -810)
 - Trap 3: (-1268, -843)
 - Trap 4: (-1283, -893)
 - Trap 5: (-1261, -893)
 - Trap 6: (-1245, -936)
 - Trap 7: (-1194, -973)
 - Trap 8: (-1172, -1095)
3. Return to Maj'Dul and speak with Barterlord Feth Ardala.

PILLARS OF FLAME

AMONGST THE MAD

Prerequisites: First quest given by Disciple Shula, Hide for a Hide

Leads to: Grueling Times

Solo or Group: Solo

Loot: Pick one of three items

Exp: Low

Disciple Shula needs you to deliver a message to her friend up at Prophet's Peak then return to her.

1. Disciple Shula wants you to deliver a message to her friend Watcher Haytham up on Prophet's Peak.
2. Find Watcher Haytham and deliver Disciple Shula's message to him. Find him up on Prophet's Peak not too far away.
3. Return to Disciple Shula and report what he had to say to her.

DISCIPLES' EDICTS

Prerequisites: Fallen From Beauty

Leads to: None

Solo or Group: Solo

Loot: Increased faction with the Ashen Disciples

Exp: Average

This is the fourth faction quest given by Shing Ho. Completing the quest gives you better faction with the Ashen Disciples. There are a few different versions of this quest. All of them require you to slay a few mobs from the Pillars of Flame.

1. Speak with Shing Ho.
2. Slay the various mobs that Shing Ho assigns. The types of mobs will vary each time you receive this quest.
3. Return to Shing Ho.

FALLEN FROM BEAUTY

Prerequisites: Of Scribes and Sentries

Leads to: Disciples' Edicts

Solo or Group: Solo

Loot: Increased faction with the Ashen Disciples

Exp: Average

This is the third quest to increase your faction with the Ashen Disciples. The quest sends you across the Pillars of Flame to meet another member of the order.

1. Speak with Shing Ho and then speak with Jin Li. Find Jin Li along the cliffs west of the Sun Spires.
2. Slay Erilis Windsister and her harpy companions.
3. Return to Shing Ho.

GOBLIN DIPLOMACY

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: Low

Start this quest by examining a bundle of crude documents in one of the goblin camps of the Pillars of Flame.

1. Examine the documents at the goblin camp at (254, -1035) in Camp Char'nik in the Pillars of Flame.
2. Intercept the goblin diplomatic procession. Head over to Sabertooth Valley near the southeastern end of the road to find the diplomatic procession (522, -699).

3. Intercept the Kromtorr diplomatic procession. Find the diplomat down by Cazel's Mesa (1013, -390).
4. Frame the Sandscrawlers for the raid on the Kromtorr diplomat.
5. Frame the Kromtorr for the raid on the Sandcrawler diplomat.

GRUELING TIMES

Prerequisites: Second quest given by Disciple Shula, Amongst the Mad

Leads to: Of an Order

Solo or Group: Group

Loot: Coin

Exp: Average

Disciple Shula wants you to head to the Grueling Pits and search for some rare minerals.

1. Speak with Disciple Shula.
2. Head to the Grueling Pits in the Pillars of Flame.
3. Harvest five crystals from the formations around the base of the pillars.
4. Return to Disciple Shula with the crystal samples you collected.

HATCHING THE EGG

Prerequisites: Must be able to speak Screechsong

Leads to: None

Solo or Group: Group

Loot: Coin, Stonegaze Arena Champion

Exp: Average

Examine the unhatched egg from the Corpse of Ibtinaya.

1. Kill Ibtinaya the Scorned in the Scornfeather Roost.
2. Loot the Mysterious Unhatched Egg from her corpse.
3. Examine the egg for the quest.
4. Take egg to Scarei the Scornfeather in the Pillars of Flame.
5. Talk to Scarei and receive the Stonegaze Arena Champion.

HIDE FOR A HIDE

Prerequisites: Must complete the Sergeant Tuskin quests

Leads to: Amongst the Mad

Solo or Group: Group

Loot: Choice of an item

Exp: Low

Due to the recent attacks on Ortillian caravans, Disciple Shula asks you to bring her 10 Sandcrawler raiders and sorcerer hides.

1. Speak to Disciple Shula.
2. Kill 10 Sandcrawler raiders.
3. Kill 10 Sandcrawler sorcerers.
4. Return to Disciple Shula.

LADY NAGA

Prerequisites: Must complete the quest The Name of my Forefathers given by Zeke Two Tone in Maj'Dul

Leads to: Access quest to Shimmering Citadel

Solo or Group: Group

Loot: Samirah's Mirror (ports to the Shimmering Citadel) and an arena pet

Exp: Average

Qadira is a leader of the naga in the Anvil of Ro. She is known for helping people, so maybe she can help you learn the area. She would like a favor in return for her help.

1. Speak with Qadira the Naga in the Pillars of Flame. Find her on the Eastern Stinging Isle.
2. Find a huge pillar in the Pillars of Flame that is home to the djinn pillar sentinels above the Burning Sea.
3. Kill 10 djinn pillar sentinels.
4. Return to Qadira with the mirror shard you found when killing the djinn pillar sentinels.
5. Kill Samirah and bring back her mirror shard. She is hiding close by.
6. Return to Qadira and she rewards you with entry into the Shimmering Citadel.

MISSING CARAVAN

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: Low

Help Lieutenant Masts find the missing caravan that was due days ago.

1. Speak to Lieutenant Masts in Swiftrider's Caravan in the Pillars of Flame.
2. Find the missing caravan in Sabertooth Valley. Follow the Long and Dusty Road to (844, -902).
3. Return to Lieutenant Masts.

OF AN ORDER

Prerequisites: Third quest given by Disciple Shula, Grueling Times

Leads to: Skills of the Char'Gin

Solo or Group: Group

Loot: Coin and an item

Exp: Average

Disciple Shula sends you to T'Narev to speak with Cong Zi of the Ashen Order. She feels the monks will be able to help reconstruct the amulet.

1. Speak with Disciple Shula.
2. Head to T'Narev.
3. Locate Cong Zi within T'Narev.
4. Cong Zi wants you to travel to the Living Tombs in search of some ancient stoneware fragments.
5. Locate the five stoneware fragments from within the old aqueducts of the Living Tombs.
6. Return to Cong Zi with the five fragments.
7. Cong Zi sends you back to Disciple Shula to finish crafting the amulet.

OF SCRIBES AND SENTRYS

Prerequisites: Sandscrawler Debacles

Leads to: Fallen From Beauty

Solo or Group: Solo

Loot: Increased faction with the Ashen Disciples

Exp: Average

This is the second quest given by Shing Ho to earn favorable faction with the Ashen Disciples. It's a simple mission to find a couple of things and report back to Shing Ho.

1. Speak with Shing Ho in T'Narev in the Pillars of Flame.
2. Deliver a note to Fai Long. Find him just south of the Scrawling Cliffs (273, -760).
3. Look for a skeleton nearby and examine it. Find it near the stream and defeat the mob that pops.
4. Report back to Shing Ho.

THE PROPHET PROBLEM

Prerequisites: Sandscrawler Studies

Leads to: Quarry Quibbles

Solo or Group: Solo

Loot: Earring of Foresight, Crimson Sabatons of Ro, or Crown of Living Thorns; increased faction with the Swiftrider Mercenaries

Exp: Average

This is another quest given by Sergeant Tuskin. It consists of simply hunting down a few desert lunatics and prophets.

1. Speak to Sergeant Tuskin at Swiftrider's Caravan.
2. Kill 15 desert lunatics. There are plenty of desert lunatics around Prophet's Peak.
3. Kill 15 desert prophets. Find them in the same areas as the desert lunatics.
4. Report back to Sergeant Tuskin.

QUARRY QUIBBLES

Prerequisites: The Prophet Problem

Leads to: Hide for a Hide

Solo or Group: Solo

Loot: Boots of Living Thorns, Flamestrider Boots, or Ortillian Avenger; increased faction with Swiftrider Mercenaries

Exp: Average

This is the last of the series of quests given by Sergeant Tuskin. You get a choice of some equipment and increased faction with the Swiftrider Mercenaries for completing this quest. After this quest, you report to Disciple Shula (-36, -51, -755) in the Ortalian Encampment for the next line of quests.

1. Speak to Sergeant Tuskin after completing the Prophet Problem.
2. Kill 25 Sandscrawler miners. There are plenty of Sandscrawler miners in the Grueling Pits and they tend to hang around boulders.
3. Return to Sergeant Tuskin.

RAID THE GOBLINS

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: Average

Captain Sterling wants you to help deal with an especially dangerous goblin warclerk. But first, you must find him.

1. Speak to Captain Sterling in Swiftrider's Caravan near the entrance to Remnants of the Lilfire (92, -777).
2. Slay the goblins at the camp surrounding the Pillar of Screaming Skulls (173, -971).
3. Activate the Pillar of Screaming Skulls and defeat the goblin warclerk.
4. Find the bundle of documents in the nearby goblin camp (253, -1034).
5. Return to Captain Sterling.

SANDSCRAWLER DEBACLES

Prerequisites: None

Leads to: Of Scribes and Sentries

Solo or Group: Solo

Loot: Increased faction with the Ashen Disciples

Exp: Average

This is the first quest to gain faction with the Ashen Disciples in the Pillars of Flame. It consists of simply finding a named goblin to kill.

1. Speak with Shing Ho in the Pillars of Flame. He stands on the edge of the cliff at (-338, -1416).
2. Slay Guerrilla Lorkil in Camp Char'nik in the Pillars of Flame.
3. Return to Shing Ho.

SANDSCRAWLER STUDIES

Prerequisites: Scouting and Stingers

Leads to: The Prophet Problem

Solo or Group: Solo

Loot: Ring of Foresight, Coldfire Cuffs, or Nightstalker's Coif; increased faction with the Swiftrider Mercenaries

Exp: Average

This is the second of a series of quests given by Sergeant Tuskin in the Swiftrider's Caravan. Completing the quest gives faction with the Swiftrider Mercenaries and a nifty piece of equipment.

1. Speak with Sergeant Tuskin in the Swiftrider's Caravan.
2. Head northwest of the Swiftrider's Caravan and into the Grueling Pits.
3. Head west of the Grueling Pits into Camp Char'Nik.
4. Go north of the Grueling Pits into Camp Gar'Nik.
5. Go south of Camp Char'Nik to the Scrawling Cliffs. To get the quest update, start up the path into the Scrawling Cliffs at (443, -881).

6. Gather five Sandcrawler bandit scalps. Find these in the Grueling Pits.
7. Gather five Sandcrawler trooper scalps. Find these in the Grueling Pits.
8. Gather five Sandcrawler shamanite scalps. Find these in the Grueling Pits.
9. Gather five Sandcrawler diviner scalps. Find these in the Grueling Pits.
10. Return to Sergeant Tuskin for your reward.

SCOUTING AND STINGERS

Prerequisites: None

Leads to: Sandcrawler Studies

Solo or Group: Solo

Loot: Hoop of Flames, Crimson Gauntlets of Ro, or Ahkar, Sandcrawler's Bane; increased faction with Swiftrider Mercenaries

Exp: Average

This is the first of several quests given by Sergeant Tuskin in the Pillars of Flame. Completing this simple quest gains you faction with the Swiftrider Mercenaries as well as some armor, jewelry, or a shield.

1. Speak with Sergeant Tuskin (89, -755) at the Swiftrider's Caravan in the Pillars of Flame.
2. Take a short walk northwest from Sergeant Tuskin into the Remnants of the Lilfire to search for unusual activity.
3. From Sergeant Tuskin, head southeast and then south into the Searing Gorge.
4. Gather 20 stingers from searing scorpions in the Searing Gorge.
5. Return to Sergeant Tuskin for your reward.

THE SCRATCHING OF FEATHERS

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Average

This language quest gives the player "Screechsong," the language of the harpies.

1. Examine a red harpy feather.
2. Examine six more red harpy feathers to complete the quest.

SKILLS OF THE CHAR'GIN

Prerequisites: Finish the fourth quest given by Disciple Shula, Of an Order.

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Average

Disciple Shula sends you to the Char'Gin as she feels they can help you in reconstructing the amulet.

1. Speak with Disciple Shula.
2. Head to Camp Char'Gin, which is on an island out by the Western Stinging Isle.
3. Find and speak with Siraj al Din who sends you to the Clefts of Rujark.
4. Siraj al Din wants you to harvest three special rare minerals for him.
5. Search the lower level looking for the three clickable red crystals.
6. Return to Siraj al Din at Camp Char'Gin with the three crystals and he will repair the amulet for you.

A STINGING PROPOSITION

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Very low

If you have done the intrigue quests for Tears, you can lead this merchant to his death rather than safety.

1. Speak with Merchant Hegrim in the Swiftrider's Camp.
2. Escort Merchant Hegrim to Maj'Dul.

WORDS OF AIR

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Average

This language quest gives the player "Uruvianian," the language of the djinn and the sphinx.

1. Examine a glass orb.
2. Examine six more glass orbs to complete the quest.

POET'S PALACE

THE FIRST MIRROR

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: None

Exp: Very low

This is the quest to gain access to the second floor.

1. Kill the books of power in the library room of the Scriptorium until a readable book spawns. By reading the book, you gain the words of power to use the elevator to the second floor.

THE MAD POET

Prerequisites: Access to the third floor of the Poet's Palace

Leads to: None

Solo or Group: Solo

Loot: Coin, Poems by the Mad Poet

Exp: High

To start the quest, you need access to the third floor of the Poet's Palace. Speak to the Caretaker to start the quests that lead to the Poet's Palace and then complete the quests given by the mirrors inside to gain access to the next levels of the palace.

1. Speak with Nhjela the Mad Poet on the third floor of the Poet's Palace.
2. Go to the Mute Bard and grab the vial of ink next to him.
3. Return to Nhjela.

THE SECOND MIRROR

Prerequisites: The First Mirror

Leads to: The Third Mirror

Solo or Group: Group

Loot: None

Exp: Very low

This is the quest to gain access to the third floor.

1. Find the trigger to activate the stone cyclopes, then kill them all. This spawns the boss cyclops, giving you the power to enter the third floor.

THE THIRD MIRROR

Prerequisites: The Second Mirror

Leads to: Access to the fourth floor

Solo or Group: Group

Loot: None

Exp: Very low

This is the quest to gain access to the fourth floor.

1. This timed event provides you with access to the fourth floor.

SHIMMERING CITADEL

ASSISTANT TO THE Scriptorium's Assistant

Prerequisites: Visit the Scriptorium

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: High

Scriptorium Assistant Amro won't speak to you until you complete the quest, Visit the Scriptorium, given by Kedar the Curator.

1. Speak to Scriptorium Assistant Amro on the third floor of the western tower.

2. Slay the Meatbeast that sometimes roams the palace gardens.
3. Retrieve a golden pile of coins from the treasure of the Djinn Master. The Djinn Master is on the fourth floor of the Poet's Palace.
4. Subdue Nelo's Tome of Finite Wisdom, which can be found in one of the towers.

BE CAREFUL WHAT YOU WISH FOR

Prerequisites: The Caretaker

Leads to: None

Solo or Group: Solo

Loot: Coin, access to the Poet's Palace

Exp: High

This is the second quest given by the Caretaker in the Shimmering Citadel. By completing this quest, you're granted access to the Poet's Palace, entered from the mirror behind the Caretaker.

1. Speak to the Caretaker in the Shimmering Citadel after completing her first quest, the Caretaker.
2. Obtain the pillow of a corrupt merchant. Look for a clickable red pillow in the markets of Maj'Dul.
3. Obtain the meditation mat of a devout monk. Head over to the Pillars of Flame and look for it around the Master's Plateau in the north.
4. Obtain the egg of an unhatched phoenix. Look for a cluster of eggs in the Table of Eyes.
5. Obtain an ancient chalice from Akhet Aken. Head over to the Living Tombs and look for a huge chalice.
6. Return to the Caretaker to deliver the goods.
7. Go to Maj'Dul and enter the Tower of the Moon. Choose the Infiltration instance and collect the two djinn vessels.
8. Return to the Caretaker.

CAPTURING DAY AND NIGHT

Prerequisites: In the Djinn Master's Service

Leads to: Part two for access to Master's Prism

Solo or Group: Group

Loot: None

Exp: Very high

The Djinn Master would like you to capture the twin dragons for him.

1. Speak with the Djinn Master.
2. The Djinn Master sends you to capture the twin dragons Barakah and Siyamak.
3. Speak with the Djinn Master for access to the Master's Prism.

THE CARETAKER

Prerequisites: The Master's Museum

Leads to: Be Careful What You Wish For

Solo or Group: Solo

Loot: Shimmering Carpet of the Citadel, Coin

Exp: Low

The Caretaker wants you to deliver a book to the Librarian. Not all is what it seems. Be careful when dealing with the Librarian.

1. Speak to the Caretaker in the Shimmering Citadel.
2. Take the book to the Librarian in the Library and defeat her when she attacks.
3. Report back to the Caretaker.

CLEANING THE SCRIPTORIUM

Prerequisites: Level 53

Leads to: None

Solo or Group: Solo

Loot: Coin, Djinn Scriptorium Papers

Exp: Low

This simple quest rewards you with some coin and a book you can place in your house.

1. Speak to Scriptorium Keeper Samir (214, 185, -40).
2. Pick up the three items around the area and place them next to Samir.
3. Speak to Samir.

THE HANDCRAFTED MUSIC BOX

Prerequisites: The Master's Museum

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: High

This is the quest to get the Handcrafted Music Box working again. The quest sends you to look for the scarabs to place into the music box. The scarabs spawn in different places within the Shimmering Citadel as well as the Poet's Palace.

1. Inspect the Handcrafted Music Box that Kedar gives you at the end of Master's Museum. Each of the following scarabs can be found throughout the Shimmering Citadel and the Poet's Palace, so keep your eyes open as you explore.
2. Find the missing golden scarab.
3. Find the missing azure scarab.
4. Find the missing fire opal scarab.
5. Find the missing amber scarab.
6. Place the scarabs in the music box.

IN THE DJINN MASTER'S SERVICE

Prerequisites: None

Leads to: Part one for access to Master's Prism

Solo or Group: Group

Loot: None

Exp: Very high

1. Speak with the Djinn Master.
2. The Djinn Master sends you to retrieve djinn anchors in Maj'Dul.
3. Find the three items you have been sent to retrieve.

4. Speak with Mudeef in Maj'Dul.
5. Speak with the Djinn Master.

THE MASTER'S MUSEUM

Prerequisites: Complete the Lady Naga quest

Leads to: None

Solo or Group: Group

Loot: An item and a Broken Music Box

Exp: Very high

1. Speak with Kedar the Curator.
2. To get this quest you must ignore the chance to give Kedar a drink when he asks for one. (Giving him a drink gives you the opportunity to get the 2x group version of this quest.)
3. Kedar asks you to return three scarabs to him.
4. Kill Tan'ke Rei and the Pillar Sentinels to recover one of the scarabs.
5. Kill goblins to recover the next scarab.
6. Kill golden sunfeather falcons to recover the last scarab.
7. Return to Kedar with all three scarabs and you will be able to open the music box.

THE MASTER'S MUSEUM 2

Prerequisites: Complete the Lady Naga quest

Leads to: None

Solo or Group: Group

Loot: An item and a Broken Music Box

Exp: Very high

This is the two-group version of the same quest for the broken music box from Kedar.

1. Speak with Kedar the Curator.
2. To get this quest you must give Kedar a drink when he asks for one. (Not giving him a drink gives you the opportunity to get the 1x group version of this quest.)
3. Kedar asks you to return three scarabs to him.

4. Kill elder sandstalker sabertooths to recover one of the scarabs.
5. Harvest pine needles to recover the next scarab.
6. Kill harpies to recover the last scarab.
7. Return to Kedar with all three scarabs and you will be able to open the music box.

MUSING ON BEAUTY

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Belt of Shadow's Essence, Cowl of Arcane Fervor, Pants of Karana's Blessing, or Vambraces of Divine Inspiration

Exp: High

This is one of several quests that the Muse gives in the Shimmering Citadel. You can choose, in any order, to learn about one of the five types of inspiration that the Muse has to offer: truth, beauty, love, strength, and prosperity.

1. Speak to the Muse on the third floor of the Library and choose to be inspired by beauty. For each of the following locations, you must wait there for a few minutes before leaving or you will not get a quest update.
2. Watch the fountain in the courtyard just outside the Library of the Shimmering Citadel for a few minutes before moving away from it.
3. Look at the view from the shade of palm overlooking the bay. Head to the Sinking Sands and climb up to the big palm tree on Dry Wind Island.
4. Go to the Pillars of Flame and observe the Ashen Monks. Watch the monks under the huge tree on the Master's Plateau for a few minutes and then walk out of the shade.
5. Return to the Muse.

MUSING ON LOVE

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Gloves of Arcane Fervor, Golden Barbute of Exaltation, or Golden Sabatons of Exaltation

Exp: High

This is one of several quests that the Muse gives in the Shimmering Citadel. You can choose, in any order, to learn about one of the five types of inspiration that the Muse has to offer: truth, beauty, love, strength, and prosperity.

1. Speak to the Muse on the third floor of the Library and choose to be inspired by love.
2. Speak to Qwih Gelim on the shores of the Sinking Sands. Head north from the docks along the beach until you find him.
3. Speak with Aquim in Maj'Dul. He stands by himself behind the Court of Truth.
4. The forlorn spectre stands on a rock just east of the Bay of Annuk.
5. Return to the Muse.

MUSING ON PROSPERITY

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: High

This is one of several quests that the Muse gives in the Shimmering Citadel. You can choose, in any order, to learn about one of the five types of inspiration that the Muse has to offer: truth, beauty, love, strength, and prosperity.

1. Speak to the Muse on the third floor of the Library and choose to be inspired by prosperity.
2. Kill an Aravu spellmistress. These can be found all over the Caverns of the Shimmering Citadel. The nearest ones to the Library are underneath the south tower.
3. Kill a silent bones troubadour. The nearest ones can be found underneath the east tower.

4. Slay a shimmering guardian in the Gardens for their pelts. Shimmering guardians are the big cats that roam the Gardens.
5. Return to the Muse.

MUSING ON STRENGTH

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Bracelet of the Exalted Magi, Boots of Nature's Glory, Legplates of Divine Inspiration, or Tomb Robber's Knife

Exp: Low

This is one of several quests that the Muse gives in the Shimmering Citadel. You can choose, in any order, to learn about one of the five types of inspiration that the Muse has to offer: truth, beauty, love, strength, and prosperity.

1. Speak to the Muse on the third floor of the Library and choose to be inspired by strength. Be ready for a fight; she'll attack you.
2. Defeat the Muse.

MUSING ON TRUTH

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Earring of Holy Affinity, Boots of Shadow's Essence, Golden Spaulders of Exaltation, or Staff of Elemental Command

Exp: High

This is one of several quests that the Muse gives in the Shimmering Citadel. You can choose, in any order, to learn about one of the five types of inspiration that the Muse has to offer: truth, beauty, love, strength, and prosperity.

1. Speak to the Muse on the third floor of the Library and choose to be inspired by truth.
2. Read "Mudeef the Thief." Find the scroll in the first floor of the eastern tower of the Gardens.
3. Read "Mudeef the Vizier." This scroll is on the second floor of the same tower where you read "Mudeef the Thief."
4. Return to the Muse.

QUIET BUT EFFECTIVE

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: Satchel of Song, The Mute Bard's Tale

Exp: High

This quest given by the Mute Bard in the Shimmering Citadel is a simple retrieving mission. The difficult part is getting to the item, as it requires you to gain access to the first three levels of the Poet's Palace. Speak to the Caretaker to start the Poet's Palace access quest. Once inside, complete the quests given by the mirrors to gain access to the different levels within the Poet's Palace.

1. Speak to the Mute Bard (210, 224, -69).
2. Read "The Mute Bard's Tale" given by the Mute Bard.
3. Locate the secret chamber in a room in the Court of the Djinn Master. This is on the third floor in the Poet's Palace in the same room that Nhjela stands.
4. Return to the Mute Bard.

VISIT THE SCRIPTORIUM

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: None

Exp: Average

1. Speak with Amro the Assistant.
2. Find and read the three books asked for by Amro.
3. Speak with Amro again.
4. Speak with Kedar the Curator
5. Speak with Amro again to finish the quest.

SILENT CITY**CONFIRMING THE RIGHT TRACK**

Prerequisites: Complete the From Hands of Stone quest

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Average

Examine the reward from the quest From Hands of Stone to get this quest.

1. Read the explorer's journal and visit the following locations.
2. Visit Serpent of Ahrahn.
3. Visit Pool of Purity.
4. Visit Bath of Bloodshed.
5. Visit Mouth of Arms.
6. Visit Mouth of Rile.
7. Visit Gate of the Sun.
8. Read the explorer's journal again.

AN OFFERING AND PEACE

Prerequisites: Complete the Seal of the Seas quest

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Average

Gain this quest by completing the Seal of the Seas quest and inspecting one of the reward items.

1. Locate the Words of Chancellor.
2. Locate the Words of War Diplomat.
3. Kill six Anuk'Sul Chancellors to collect the Urns.
4. Place the six Urns at the statue.
5. Find the Ceremonial Weapons Rack.
6. Gather the weapons from five Emissaries of War.

7. Gather the weapons from three Consuls of War.
8. Place the weapons in the Ceremonial Weapons Rack.
9. Grab the Rune from the central pool.

PUNJA'S PROGRESSION

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Very high

This quest gives permanent access through the Halls of Knowledge in the Silent City.

1. Speak with Explorer Punja.
2. Kill the Enigma of Ice (spawns on the inside court on both the left and right side).
3. Click on Wall of Fire to cancel the fire effect.
4. Kill the Enigma of Fire (spawns on top of the Wall of Fire).
5. Click on the Wall of Ice to cancel the ice effect.
6. Speak with Explorer Punja again to complete this quest.

THE SEAL OF THE SEA

Prerequisites: None

Leads to: Grants Sinking Sands access to the Silent City

Solo or Group: Group

Loot: Coin

Exp: Average

Examine the scroll on the ground by the Sinking Sands zone in.

1. Read the scroll.
2. Find the raised block by the zone in.
3. Find the chest on the tower.
4. Return to the raised block at the zone in.
5. Race to the chest—clear the path before this part.
6. Inspect the lockbox.

7. Find the mobs of similar name to get the gems.
8. Inspect the lockbox again.

TENDING TO THE GARDEN

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Low

Speak with Thalbinous to gain this quest. He can be found on top of the Wall of Ice.

1. Speak with Thalbinous.
2. Kill Sergeant Dozer.
3. Speak with Thalbinous.

TIME FOR A GARDEN PARTY

Prerequisites: Complete the An Offering and Peace quest

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Average

Examine the reward from the quest An Offering and Peace to get this quest.

1. Find the following runes Adla, Kom, and Herk.
2. Read the journal again.
3. Find and visit Thalbinous at the great tree.
4. Kill a twisted arbor.
5. Visit and search the six trees.
6. Return to Thalbinous.

ALL BOTTLED UP

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: None

Exp: Very high

This is the quest to enter the Tipple's Focus instance. To complete the quest the player must defeat the boss, Horror.

1. Speak to Tipple Toppins in the Sinking Sands.
2. Go to the Shimmering Citadel and kill the boss spectre, Horror.

THE ASHES OF CONQUEST

Prerequisites: Further Assistance to the Court of the Blades

Leads to: The Champions of Rujark

Solo or Group: Group

Loot: Faction with the Court of the Blades, coin

Exp: Average

This first quest given by Zahr Shabao is the final part of the quest given in the Sinking Sands by Hadoth Al'Uzza. This quest begins the series of quests in the Clefts of Rujark.

1. Speak to Zahr Shabao in front of the Court of the Blades after completing Hadoth Al'Uzza's quest, Further Assistance to the Court of the Blades.
2. Go to the Clefts of Rujark and destroy the Rujarkian War Map. The map sits on the big circular table in the War Room (15, 17, -113).
3. Destroy the Rujark Invasion Plans. These sit on a table against the wall in the War Room.
4. Report back to Zahr Shabao.

CAPTIVE OF THE ALLIZ RAEF EW

Prerequisites: Started the quest, Favor to the Court of the Blades (Level 48)

Leads to: None

Solo or Group: Solo

Loot: Coin, increased faction with the Court of the Blades

Exp: High

This is another faction quest from the Court of the Blades. You must have amiable faction with them to get this quest.

1. Speak to Mahir Lu'ay after you have been assigned the quest, Favor to the Court of the Blades.

2. Find the Alliz Raef Ew raider camp near Trader Hazin in the Stilled Seas (-242, -352). Kill the guards and search the cage in the camp.

3. Find the main settlement of Alliz Raef Ew in the southern Tear of Anuk. Head north from the raider camp and into the lizardman oasis.

4. Free the captive merchant on the island in the oasis (-506, -792) and lead the captive merchant safely back to the docks.

5. Speak to Mahir Lu'ay.

THE CHERISHED

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: Coin, The True Necklace

Exp: Very low

1. Speak with Mullok in the Hidden Cache.
2. Find the Lost Necklace in the Tears of Ro.
3. Kill Mullok when he goes crazy on you.

COOKING CROCODILES

Prerequisites: This is the first quest given by Numair at the Croc Hunter Camp (-1322, -596) in the Sinking Sands, north of the dock.

Leads to: Diggers for Dinner

Solo or Group: Solo

Loot: Coin

Exp: Very low

Numair sends you to the Croc Caves to gather crocodile meat for him. The Croc Caves are southwest from the dock at the bottom of the cliffs.

1. Speak with Numair.
2. Head to the Croc Caves (-1236, -374) to gather the meat for Numair.
3. Slay deepwater crocodiles until you get the six updates.
4. Slay crocodile hatchlings until you get the three updates. Spawn these by walking on the nests.
5. Return to Numair for your reward.

CROCODILE BOUNTY

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: Coin

Exp: Average

This is one of the tasks given by Mahir Lu'ay. Completing the quest gains you faction with the Court of the Blades while reducing your faction with the Court of Truth and the Court of the Coin. This quest is repeatable.

1. Speak with Mahir Lu'ay.
2. Kill 15 crocodiles or caiman of any type. Find them on the beach around the docks or in the Crocodile Caves. The entrance to the Crocodile Caves is just north of the Oasis of Marr.
3. Find and destroy five crocodile nests in the Crocodile Caves. Look for them near the ponds in the caves.
4. Kill two bull crocodiles within the Crocodile Caves.
5. Look in the lakes and ponds in the caves. If they're not around, kill a few crocs to spawn them.

A DELICATE MATTER

Prerequisites: Questionable Merchandise

Leads to: Another Employer

Solo or Group: Solo

Loot: None

Exp: Average

This is the fifth of seven quests given by Ghassan the Trader.

1. Speak with Ghassan the Trader near the docks of the Sinking Sands.
2. Collect teeth from six shade prowlers. Look in the grassy areas of the Oasis of Marr.
3. Return to Ghassan. He then sends you to Aliyyah the Embalmer. Find her at the camp in the Oasis of Marr, just southwest of the docks.
4. Bring the potion Aliyyah makes back to Ghassan.

DIGGERS FOR DINNER

Prerequisites: This is the second quest given by Numair at the Croc Hunter Camp (-1322, -596) in the Sinking Sands, north of the dock. The first quest is called Cooking Crocodiles.

Leads to: Scarabs and Spiders

Solo or Group: Solo

Loot: Coin

Exp: Very low

Numair sends you to the Oasis of Marr to gather plated digger carcasses. Find the diggers in any of the green grassy areas along the bottom of the cliffs.

1. Speak with Numair.
2. Slay plated diggers until you get eight updates.
3. Return to Numair for your reward.

THE FINAL PIECE

Prerequisites: The Lonely Crypt

Leads to: None

Solo or Group: Solo

Loot: None

Exp: Low

This is the last of three quests that Rashad hands out.

1. Speak with Rashad.
2. Find the ancient warrior's grave beneath the Eye of Anuk (-605, -1314). To get there, either drop into the Bay of Anuk and find the tunnels or climb down the chute in the Eye of Anuk. The crypt is empty, so speak to the Ortallian treasure hunter nearby.
3. Return to Rashad to tell him the news. When he hears the news, he'll attack, so be ready to fight him.
4. Return to the Ortallian treasure hunter beneath the Eye of Anuk.

FURTHER ASSISTANCE TO THE COURT OF THE BLADES

Prerequisites: Slaughtering the Steelslaves

Leads to: The Ashes of Conquest

Solo or Group: Solo

Loot: Faction with the Court of the Blades

Exp: Low

This is a simple quest to introduce you to Zahr Shabao. Zahr Shabao stands in front of the Court of the Blades and will give you further assignments to serve the court.

1. Speak with Hadot Al'Uzza near the docks of the Sinking Sands.
2. Speak with Zahr Shabao in Maj'Dul.

THE GAUNTLET OF AL-AZHAR

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: Low

This quest takes you to an instanced zone, Azhar's Penitence, to face the trials of genie. The mobs you'll have to fight are non-heroic level 50ish.

1. Find the ornate metal lamp on north side of Dry Wind Island and rub it to summon Khalhan al-Azhar (-2097, -145). Listen to his story and let him take you into the bottle.
2. Speak with Khalhan inside the bottle to start the quest. Then go into the next room and speak to him again to start the trials.
3. Stand on the rug to spawn the sand scorpions. Kill them and speak to Khalhan again.
4. Kill Khalhan's pet, Charra'zon, and report to Khalhan.
5. Step on the carpet to spawn Uphian and Zathos. Slay them and speak with Khalhan.
6. Step on the carpet once more to spawn King Vach. Kill him and return to Khalhan for your reward. Speak with him again to zone out.

HIDES FOR GHASSAN

Prerequisites: None

Leads to: Spice Delivery

Solo or Group: Solo

Loot: None

Exp: Low

This is the first of a series of seven quests given by Ghassan the Trader near the docks of the Sinking Sands. Complete this quest and return for the subsequent quests.

1. Speak to Ghassan the Trader near the docks of the Sinking Sands.
2. Kill 10 crocodiles.
3. Return to Ghassan.

THE LONELY CRYPT

Prerequisites: The Search Begins

Leads to: The Final Piece

Solo or Group: Solo

Loot: None

Exp: Low

This is the second of three quests given by Rashad in the Sinking Sands.

1. Speak with Rashad.
2. Find the treasure hunter crypt that is half buried in the sand. It's near the Twin Tears at (-676, -775).

MANIFEST ERROR

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: +500 faction with the Court of the Coin and -500 faction with the other two courts

This is one of the tasks given by Thara Bashirah to start gaining faction with Court of the Coin. Completing the quest gains you faction with the Court of the Coin while reducing your faction with the Court of the Blades and the Court of Truth.

This quest is repeatable.

1. Speak to Thara Bashirah at the docks in Sinking Sands.
2. Speak to Naji Uday at the Croc Hunter camp north of the docks.
3. Search the beaches south of the docks for a crate to click on. Three Raj'Dur ruffians spawn when you search the crate. Kill them for the update.
4. Speak to Naji Uday.
5. Speak to Thara Bashirah.

NUISANCE CLEARING

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: Coin, increased faction with the Court of the Blades

Exp: Average

This is one of the tasks given by Mahir Lu'ay. Completing the quest gains you faction with the Court of the Blades while reducing your faction with the Court of Truth and the Court of the Coin. This quest is repeatable.

1. Speak with Mahir Lu'ay.
2. Kill 10 desert madmen. These roam around the Rujarkian raider camps just north of the Oasis of Marr.
3. Kill seven Rujarkian spiritists. Check out the Orc Highway to find the spiritists.

QUESTIONABLE MERCHANDISE

Prerequisites: Venomous Venture

Leads to: A Delicate Matter

Solo or Group: Solo

Loot: None

Exp: Average

This is the fourth of seven quests given by Ghassan the Trader.

1. Speak to Ghassan the Trader near the docks of the Sinking Sands.
2. Collect rotting flesh from four decrepit ghouls. These wander in the areas near the Rujarkian raider camps. Climb the cliffs in the Oasis of Marr to find them. These are heroic mobs, so you may need to find some friends to help you out.

3. Collect dried marrow from eight glyphskull skeletons. These also spawn around the Rujarkian raider camps.
4. Return to Ghassan.

RUJARKIAN RAIDERS

Prerequisites: None

Leads to: Slaughtering the Steelslaves

Solo or Group: Solo

Loot: Coin

Exp: Average

This is one of the tasks given by Mahir Lu'ay. Completing the quest gains you faction with the Court of the Blades while reducing your faction with the Court of Truth and the Court of the Coin. This quest is repeatable.

1. Speak with Mahir Lu'ay
2. Slay eight burdened Rujarkian raiders. Climb the cliffs in the Oasis of Marr, just southwest of the docks. The raiders roam around (-1181, -421).
3. Destroy five Rujarkian standards. Rujarkian raid camps spawn randomly around the same area as the burdened Rujarkian raiders. Look for a campfire and a flag. You must slay the group of raiders before you can destroy the standard.
4. Return to Mahir Lu'ay to report your success.

SCARABS AND SPIDERS

Prerequisites: This is the fourth quest given by Numair at the Croc Hunter Camp (-1322, -596) in the Sinking Sands. His first three quests are Cooking Crocodiles, Diggers for Dinner, and A Terrible Crime.

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: Average

Numair sends you out into the desert to gather for him the legs of scarabs and spiders. They can be found in the dunes of the Stilled Sea, above the beach. Numair wishes to continue his experimental cooking and will pay well for this service.

1. Speak with Numair.
2. Slay dune scarabs until you get six updates. Find them in the desert above the beaches (-1052, -530).

3. Slay dune spiders until you get six updates. Find them in the desert above the beaches (-1052, -530).
4. Return to Numair for your reward.

SCORPION SCROUNGING

Prerequisites: Another Employer

Leads to: None

Solo or Group: Solo

Loot: None

Exp: Average

This is the last of seven quests given by Ghassan the Trader.

1. Speak to Ghassan the Trader near the docks of the Sinking Sands.
2. Gather 10 dustwhip scorpion tails. Find dustwhip scorpions just west of the Twin Tears in the Sinking Sands.
3. Return to Ghassan.

SEARCH FOR THE MERCHANT

Prerequisites: Requires you to be indifferent with the Court of the Coin

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: +1,500 faction with the Court of the Coin and -1,500 faction with the other two courts

This is one of the tasks given by Thara Bashirah to continue gaining faction with Court of the Coin. Completing the quest gains you faction with the Court of Coin while reducing your faction with the Court of the Blades and the Court of Truth. This quest is repeatable.

1. Speak to Thara Bashirah at the docks in Sinking Sands.
2. Talk to Scout Irfam (-884, -300) who is just north of the sandslide passage along the way to Maj'Dul.
3. Head to the Eye of Anuk (-751, -1250) for your next update.
4. Descend into the Eye of Anuk and search for clues. Clicking on the dervish corpse gives you more info.

5. Head to the cave entrance and examine the corpse on the ground, which spawns the dead Akuf as a zombie. Kill the walking corpse of Akuf for the update.
6. Speak to Thara Bashirah.

THE SEARCH BEGINS

Prerequisites: Another Employer

Leads to: The Lonely Crypt

Solo or Group: Solo

Loot: None

Exp: Low

This is the first of three quests given by Rashad (-882, -178) in the Sinking Sands. For him to speak with you, you must first be introduced by Ghassan the Trader (by the docks) in his sixth quest, Another Employer.

1. Speak with Rashad.
2. Search the Crocodile Caves for signs of the treasure hunter. There are three skeletons in the caves but only one updates the quest. The correct one is random, so try all three. Their locs are: (-1130, -548), (-1196, -625), and (-1239, -831).
3. Return to Rashad.

SEEKING THE PAST

Prerequisites: None

Leads to: None

Solo or Group: Solo

Loot: None

Exp: +500 faction with the Court of Truth and -500 faction with the other two courts

This is one of the tasks given by Taj Asad to start gaining faction with Court of Truth. Completing the quest gains you faction with the Court of Truth while reducing your faction with the Court of the Coin and the Court of the Blades. This quest is repeatable.

1. Speak to Taj Asad at the docks in Sinking Sands.
2. Harvest 10 Ancient Baubles, which can be found around the ruins in Sinking Sands.
3. Kill undead until you get the five Ancient Trinkets.

SIGNAL POINTE

Prerequisites: None

Leads to: None

Solo or Group: Group

Loot: None

Exp: Average

1. Speak with Vesqa at the Hizite nomad camp around the Oasis of Marr.
2. Head to Signal Pointe.
3. Destroy the crates.
4. Kill the Samiel pirates that attack.
5. Speak with Vesqa.

SLAUGHTERING THE STEELSLAVES

Prerequisites: Rujarkian Raiders

Leads to: Further Assistance to the Court of the Blades

Solo or Group: Solo

Loot: Faction with the Court of the Blades

Exp: Average

Once you've completed Rujarkian Raiders, you can receive this quest. It's yet another faction quest to gain favor with the Court of the Blades.

1. Speak to Hadoth Al'Uzza. He stands near Asim Jul in the Blades camp in the Sinking Sands.
2. Kill six Steelslave watchers in the Clefts of Rujark.
3. Kill six Steelslave maulers in the Clefts of Rujark.
4. Return to Hadoth Al'Uzza.

SPICE DELIVERY

Prerequisites: Hides for Ghassan

Leads to: Venomous Venture

Solo or Group: Solo

Loot: None

Exp: Low

This is the second of seven quests given by Ghassan the Trader.

1. Speak to Ghassan the Trader near the docks of the Sinking Sands.
2. Deliver the package to Numair. Find Numair at the Croc Hunter Camp just north of the docks.
3. Return to Ghassan.

A TERRIBLE CRIME

Prerequisites: This is the third quest given by Numair at the Croc Hunter Camp (-1322, -596) in the Sinking Sands, north of the dock. The first two quests are Cooking Crocodiles, then Diggers for Dinner.

Leads to: None

Solo or Group: Solo

Loot: Coin

Exp: Average

Numair sends you to Drywind Island (-1986, 21) to exact his revenge on the pirates who have stolen his cooking notes.

1. Speak to Numair.
2. Slay Samiel buccaneers until you get five updates.
3. Slay Samiel plunderers until you get six updates.
4. Find the notes hidden in some crates on Drywind Island at (-1986, 21)
5. Return the cooking notes to Numair for your reward.

VENOMOUS VENTURE

Prerequisites: Spice Delivery

Leads to: Questionable Merchandise

Solo or Group: Solo

Loot: None

Exp: Average

This is the third of seven quests given by Ghassan the Trader.

1. Speak to Ghassan the Trader near the docks of the Sinking Sands.
2. Collect five batches of dune spiderling venom. There are a bunch of dune spiderlings north of the docks. Climb the cliff north of the Croc Hunter Camp.
3. Collect seven toxic cobra venom. Find toxic cobras around the same area as dune spiderlings.
4. Collect four vials of asp venom. Find asps in the grassy areas at the base of the cliffs around the docks.
5. Return to Ghassan.



Arena Champions

YOU ARE THE CHAMPION

Arena Champions brings PvP to the world of *EverQuest II*. Smack dab in the middle of Maj'Dul is the Sultan's Palace that houses the arena games. Within those walls, players can pit their skills against other players in various arena games. Whether you're just looking for some friendly competition or plotting to thrash your friends around, head over to the arena to strut your stuff.

Players can join games already in progress or create games of their own. Players who create their own games get to control the various settings such as win conditions and time limits. Whether you're joining or creating a game, two major factors affect gameplay. The first is what type of game you'll be playing. The type of game determines the game's goal, whether it be getting the most kills or capturing the enemy's flag. The other factor that greatly affects gameplay is whether you'll be playing as your characters or using NPC champions.

PLAYER CHARACTERS

Player character arena games are played with the characters that players normally use in the world of *EverQuest II*. The only difference is that depending on the arena settings, your character's level may be different than what it is outside the

arena. Player character arena games can be set from level 20 to 60 at 10-level increments. When you enter a player character arena game, your character is automatically mentored down to whatever level the game is set at. You cannot enter arenas that are set at a higher level than your character's current level. For example, if your character is a level 45 Defiler, you can't enter a game set to level 50. You can, however join a level 40 game, in which case your character is mentored down to level 40.

When mentoring, the same rules apply here as when you mentor a group member outside the arena. Armor is scaled down appropriately as well as any spells and abilities that are based on your level. You can't use spells and abilities that are higher in level than what the arena is set to.

CHAMPIONS

In an Arena Champions match, you control your own "champion." There are a wide range of champions to choose from, each with its own strengths and weaknesses. To enter an Arena Champions game, you must own at least one champion. When you introduce yourself to him, the Arena Master at the door of the arena gives you one champion at no charge. Additional champions can be obtained in various ways. You can purchase a few from the Arena Master, or from one of the merchants inside one of the faction courts. Other champions can be earned only by completing certain quests.

When you enter an Arena Champions match, your hotbars are cleared of any hotkeys you've assigned. In their place, you'll have the four spells that your champion comes with, along with a melee attack button and an arena button. The arena button simply calls up the box where you can view information on the current arena. Choose your champion wisely because once you enter the arena, you can't change champions without leaving the arena.

Arena Champions have a set of five attributes that determine their abilities in the arena. Champions have different combinations of these attributes that make them better suited for certain roles in a team and less suited for others.

Strength: Strength determines how much melee damage the champion can do. This does not affect the damage from spells.

Toughness: Toughness determines how many hit points the champion has. The tougher it is, the more hit points.

Focus: High Focus gives the champion more power.

Resilience: Resilience determines how resistant to damage the champion is.

Speed: The higher the Speed, the faster the champion moves around.

Champion	Arena Champions					
	Strength	Toughness	Focus	Resilience	Speed	Spells
Avenger	4	3	3	2	3	Avenging Fist, Cold Touch, Freezing Winds, Righteous Words
Bedazzler	2	3	5	2	4	Cerebral Shock, Dazzle, Imagination Implosion, Reductio ad Absurdum
Fearknight	5	4	1	3	2	Harm Fist, Power of Fear, Scream of Terror, Taunt of Death
Flame Master	2	1	4	3	4	Eruption, Flame Lick, Immolation, Meteor Blast
Forlorn Ritualist	4	3	4	2	2	Knife of the Ritualist, Rite of Contagion, Rite of Renewal, Rite of Sacrifice
Fountain Spirit	1	3	4	3	5	Aqueous Armor, Dampen, Rejuvenate, Restore
Frozen Magi	2	2	4	3	3	Glacial Barrier, Frost Bite, Frozen Embrace, Rending Sleet
Gnoll Trapper	5	3	3	2	2	Paw Biter, Spirit Net, Strong Spirits, Tangled Paw
Harbinger	2	4	3	4	2	Affliction, Panacea, Sap, Scourge
Luresong	2	3	2	5	4	Ding of the Deep, Drowning Dirge, Soothing Tides, Swift Currents
Moppet Master	3	3	3	3	3	Moppet Maim, Moppet Maul, Moppet Multiply, Moppet Mute
Reaper	2	2	4	3	3	Cull, Enrich, Growth, Mow

Champion	Strength	Toughness	Focus	Resilience	Speed	Spells
Rock Pile	2	5	1	4	2	Boulder Crush, Stomp, Stone Guard, Stones Throw
Rujarkian Blademaster	5	2	2	2	4	Kaesu, Kakaru, Orosu, Tateru
Sand Storm	4	3	2	2	3	Bewildering Blow, Gather Sand, Perforate, Simumon Strike
Shifter	5	2	2	3	5	Shift Slam, Shift Stammer, Shift Storm, Shift Strike
Shimmering Sprite	1	1	5	3	5	Glimmering Vines, Healing Light, Shimmer Storm, Shining Sun
Skeletal Marauder	5	5	1	1	4	Barbed Bones, Bone Rush, Skeletal Assault, Skull Bash
Spectral Assassin	5	3	2	2	2	Call of the Unseen, Hex of Nekritat, Hex of Nel'Reieez, Hex of Rez'rzuul
Stonegaze	2	2	4	3	4	Gaze, Glare, Glimpse, Squint
Tae Ew Hunter	3	2	3	2	4	Hunter's Shot, Poison Arrows, Poison Trap, Throw Bola
Tempest	1	1	4	5	4	Tempest Fury, Tempest Power, Tempest Reprieve, Tempest Winds
Tidal Lord	2	3	5	3	2	Sea Splash, Tidal Wave, Torrent, Whirlpool
Tomb Guardian	4	3	2	4	2	Guardian's Rage, Guardian's Resolve, Guardian's Roar, Guardian's Strike

AVENGER

The Avenger is an offensive champion with decent Toughness and good melee attack power. Its specialty is cold damage as well as stifling and rooting the enemy.

Strength: 4

Resilience: 2

Toughness: 3

Speed: 3

Focus: 3

Avenging Fist: An ice attack that temporarily stifles a single opponent.

Cold Touch: A freezing attack that harms a foe and renders it unable to move.

Freezing Winds: A frigid gale that causes cold damage to all enemies in an area.

Righteous Words: An augmentation that raises the Avenger's defenses and harms attackers.

BEDAZZLER

The Bedazzler isn't a champion to keep on the front lines of battle. The Bedazzler's role is to interfere with the enemy casters. Its spells are aimed at deterring the enemy from casting by draining power and stunning.

Strength: 2

Resilience: 2

Toughness: 3

Speed: 4

Focus: 5

Cerebral Shock: A mental attack that drains an opponent's magical power, refilling your own.

Dazzle: This attack damages a single target and briefly blurs its vision.

Imagination Implosion: An area effect concussive attack that can propel a target away, harming and stunning it.

Reductio ad Absurdum: A vicious attack that tears at an opponent's mind.

FEARNIGHT

The Fearnight is about dishing out the damage even at the cost of some of its own health. With its high Strength and Toughness, the Fearnight's place is on the front lines.

Strength: 5

Resilience: 3

Toughness: 4

Speed: 2

Focus: 1

Harm Fist: The Fearnight projects a wave of pain, harming itself and enemies around it.

Power of Fear: The Fearnight overpowers its foes with fear, lowering their defenses and raising its own.

Scream of Terror: This attack harms a single target and impairs its vision.

Taunt of Death: This attack shocks a target, harming it and causing it to collapse briefly.

FLAME MASTER

Guess what the Flame Master's specialty is. Yes, heat damage. With a couple of heat DOTs, a heat AOE, and high Speed, the Flame Master is perfect for setting the enemies aflame and retreating.

Strength: 2

Resilience: 3

Toughness: 1

Speed: 4

Focus: 4

Eruption: An area flame attack that continues to burn enemies over time.

Flame Lick: A flame attack that continues to burn the target over time.

Immolation: A heat attack that renders an opponent more vulnerable to fire.

Meteor Blast: Burns an opponent, causing some damage to other enemies nearby.

FORLORN RITUALIST

The Forlorn Ritualist has great control of its own resources. When hurt, it can take its enemy's health for its own. If the Forlorn Ritualist needs power, it can trade some of its health for it. The opposite is also true: if low on health, it can trade some power to heal itself.

Strength: 4

Resilience: 2

Toughness: 3

Speed: 2

Focus: 4

Knife of the Ritualist: The Ritualist drains an opponent's health to refill its own.

Rite of Contagion: An area attack that also reduces the target's movement Speed.

Rite of Renewal: Causes the Forlorn Ritualist to regenerate lost health while draining power.

Rite of Sacrifice: Causes the Forlorn Ritualist to regenerate power while losing health.

FOUNTAIN SPIRIT

The Fountain Spirit is a great support champion. Offensively, it can debuff the opposing team, lowering arcane and cold damage resistance. But the Fountain Spirit really shines in healing itself and its allies.

Strength: 1 Resilience: 3
 Toughness: 3 Speed: 5
 Focus: 4

Aqueous Armor: Boosts the caster's health as well as fire and magic resistance.

Dampen: Harms an opponent and renders it more vulnerable to arcane and cold damage.

Rejuvenate: Heals a target as well as curing it of noxious impairments.

Restore: Restores some of the target's health and power.

FROZEN MAGI

The Frozen Magi's cold attacks do more than simply damage the opponents. Its attacks also slow down or root the enemy. Use those attacks on especially speedy targets to allow the Frozen Magi's teammates to attack.

Strength: 2 Resilience: 3
 Toughness: 2 Speed: 3
 Focus: 4

Glacial Barrier: Surrounds the caster with ice, harming attackers.

Frost Bite: A cold attack that damages the target and renders it unable to move.

Frozen Embrace: Damages a target and reduces its movement Speed.

Rending Sleet: A freezing attack that damages a target.

GNOLL TRAPPER

The Gnoll Trapper's specialty isn't in causing direct damage. Use the Gnoll Trapper to place traps in high traffic areas and around blind corners. The damage or debuffs the traps inflict on the enemy may be the edge your front lines need for victory.

Strength: 5 Resilience: 2
 Toughness: 3 Speed: 2
 Focus: 3

Paw Biter: Places a vicelike trap that crushes the one who steps on it, causing damage.

Trappers Blind: Places a base in which the trapper can remain hidden and detect enemies.

Strong Spirits: Places a volatile barrel of gnollish spirits that will explode, harming any enemy who gets too close.

Tangled Paw: Places a trap that reduces the movement Speed of an enemy who steps on it.

HARBINGER

The Harbinger is a well-balanced champion thanks to its mixture of DOTs and heal spells. Cast its two DOT spells on the enemy to nick away at their health before you move on to healing your friends or siphoning the opponent's health.

Strength: 2 Resilience: 4
 Toughness: 4 Speed: 2
 Focus: 3

Affliction: Causes damage to an opponent over a long time.

Panacea: Heals a target as well as curing it of noxious impairments.

Sap: Drains a small amount of health from an enemy, restoring your own.

Scourge: Damages an opponent over time and renders it unable to move.

LURESONG

The speedy and resilient Luresong can damage an enemy from a distance and stay out of range of any return fire. It can even increase its own already fast movement Speed to help keep the enemies at bay.

Strength: 2 Resilience: 5
 Toughness: 3 Speed: 4
 Focus: 2

Ding of the Deep: Fast-casting direct-damage spell with attack speed debuff.

Drowning Dirge: Harms enemies in range and continues to cause damage over time.

Soothing Tides: The gentle wash of the tides restores health and magical power.

Swift Currents: An augmentation that increases attack and run speed.

MOPPET MASTER

The Moppet Master summons a moppet to do its dirty work. Besides having the moppet attack for it, the Moppet Master's moppets can be used as a bomb, a decoy, or to stifle an enemy.

Strength: 3 Resilience: 3
 Toughness: 3 Speed: 3
 Focus: 3

Moppet Maim: Summons a moppet that explodes, damaging enemies around it.

Moppet Maul: Summons a moppet that attacks the target.

Moppet Multiply: Teleports the caster a short distance away, leaving a decoy moppet in its place.

Moppet Mute: Summons a moppet that stifles the target, preventing it from using abilities for a time.

REAPER

The Reaper takes its time in handling enemies. All of its attacks and heals take effect over time. Cast them in succession and sit back and watch the target's health steadily decrease while the Reaper regains health. One of the spells has a snare effect that keeps the enemy at bay while the DOTs take effect.

Strength: 2 Resilience: 3
 Toughness: 2 Speed: 3
 Focus: 4

Cull: Strong damage-over-time spell.

Enrich: Health buff and fast power and health regeneration.

Growth: Extremely potent heal over time.

Mow: Fast-casting DOT with snare.

ROCK PILE

The Rock Pile champion is as tough as nails. It has high HP and deals a lot of damage that also stuns the target. On the front lines, use the Rock Pile as a shield for teammates and to slow down the enemies, especially casters.

Strength: 2 Resilience: 4
 Toughness: 5 Speed: 2
 Focus: 1

Boulder Crush: An attack that crushes the target, damaging it.

Stomp: Damages enemies in the caster's immediate area, stunning them and knocking them down.

Stone Guard: An augmentation that mitigates damage but slows the caster's attacks.

Stones Throw: Flings a stone at the target, causing damage and stunning it briefly.

RUJARKIAN BLADEMASTER

The Rujarkian Blademaster is a strictly offensive champion. Its high Speed and Strength allow it to strike quickly and move on. When teamed up with champions with better defenses, the Rujarkian can concentrate on striking at the enemy.

Strength: 5	Resilience: 2
Toughness: 2	Speed: 4
Focus: 2	

Kaesu: An augmentation that helps the caster counter an opponent's attacks.

Kakaru: A rushing attack against a single opponent.

Orosu: A quick attack that causes light damage.

Tateru: A slashing attack that harms enemies in an area.

SAND STORM

Sand Storm champions are all about creating confusion in the enemy ranks. Their spells tend to stun or prevent the enemies from seeing, reducing their accuracy. With a Sand Storm in the team, enemies have a difficult time connecting with their attacks.

Strength: 4	Resilience: 2
Toughness: 3	Speed: 3
Focus: 2	

Bewildering Blow: Damages and stuns the target.

Gather Sand: The Sand Storm gathers swirling sand, concealing it but also making it difficult for it to see.

Perforate: Performs six vicious attacks in rapid succession.

Simoon Strike: Damages enemies in an area as well as blurring their vision.

SHIFTER

The Shifter's strength is its teleportation skills. A Shifter can teleport an enemy to a distant location while it takes damage over time. If an enemy is far away, it can't harm the allies. On the other end of the spectrum, the Shifter can teleport itself to a safe location when things go wrong.

Strength: 5	Resilience: 3
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Toughness: 2	Speed: 5
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Focus: 2	
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Shift Slam: High damage assault with stun effect.

Shift Stammer: Causes the target to become stunned, teleported, and take damage over time when an ability is used.

Shift Storm: The Shifter unleashes a magical assault against all those around it, stunning and teleporting them to random locations.

Shift Strike: Quickly strikes opponent, then teleports the Shifter to safety.

SHIMMERING SPRITE

The Shimmering Sprite's skills are balanced between healing and confusing the enemies. Two of its spells focus on healing while they debuff the enemies nearby. Stay back while your more offensive buddies engage the enemy and use the Shimmering Sprite's Speed to move in and lend support as needed.

Strength: 1	Resilience: 3
Toughness: 1	Speed: 5
Focus: 5	

Glimmering Vines: Heal with vision blur and AE snare.

Healing Light: Heal with AE vision blur.

Shimmer Storm: Confuses enemies in an area around the caster, preventing them from using special moves and impairing their vision.

Shining Sun: Blinding light briefly harms and stuns the target.

SKELETAL MARAUDER

The Skeletal Marauder combines Strength and Speed in a purely offensive package. While its Toughness gives it lots of HP, it has very low Resilience, which means that attacks hurt more. Think of the Skeletal Marauder as a secondary tank focused more on dealing damage rather than intercepting it.

Strength: 5	Resilience: 1
-------------	---------------

Toughness: 5	Speed: 4
--------------	----------

Focus: 1	
----------	--

Barbed Bones: An augmentation that causes attackers to harm themselves on the caster's barbed skeleton.

Bone Rush: Stuns and damages a target.

Skeletal Assault: A slashing attack that harms an enemy.

Skull Bash: A single target attack that can also stun and reduce an enemy's magical power.

SPECTRAL ASSASSIN

The Spectral Assassin is great at dealing out the damage but poor at taking it. Stay in the shadows with this champion and use the lifetap spell along with the couple of DOTs. Teleport out of harm's way if anyone guns for you.

Strength: 5	Resilience: 2
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Toughness: 3	Speed: 2
--------------	----------

Focus: 2	
----------	--

Call of the Unseen: Teleports the assassin a short distance away and conceals it.

Hex of Nekritat: Damages a target over time.

Hex of Nel'Reieez: Low-damage, long-range lifetap.

Hex of Rez'ruzul: A sinister attack that damages a target over time and makes it vulnerable to poison and disease.

STONEGAZE

The Stonegaze is a speedy champion with nice side effects to its attack spells. Self-buff the Stonegaze and set it loose as it attacks its targets while also stunning them and reducing their accuracy.

Strength: 2	Resilience: 3
-------------	---------------

Toughness: 2	Speed: 4
--------------	----------

Focus: 4	
----------	--

Gaze: An augmentation that increases the caster's defenses for 10 seconds.

Glare: A piercing glare that harms and briefly stuns a target.

Glimpse: Causes damage to a single target.

Squint: A single-target attack that also blurs the target's vision.

TAE EW HUNTER

Most of the Tae Ew Hunter's spells are ranged attacks. Stand back and attack enemy champions from a distance. No enemies around? No problem. Set traps on the ground and watch with glee as the enemy triggers them for some poison damage.

Strength: 3	Resilience: 2
Toughness: 2	Speed: 4
Focus: 3	

Hunter's Shot: Fires an arrow at the target.

Poison Arrows: Fires a poisoned arrow at the target.

Poison Trap: Places a trap that poisons the enemy who triggers it.

Throw Bola: A ranged attack that damages the target and reduces its movement Speed.

TEMPEST

The Tempest champion is a great healer. Use the champion's Speed to run around and heal teammates with the single-target heal or call them around you as you blast off the AOE heal.

Strength: 1	Resilience: 5
Toughness: 1	Speed: 4
Focus: 4	

Tempest Fury: Fierce winds damage enemies in an area, knocking them back.

Tempest Power: Harnesses the power of a storm, raising the caster's defense and increasing movement Speed.

Tempest Reprieve: Calm winds heal allies within an area.

Tempest Winds: Soothing winds heal the target.

TIDAL LORD

The Tidal Lord uses the power of water to damage other champions. An offensive champion, the Tidal Lord has strictly attack spells. Cycle through the arsenal during fights and watch the enemy's health deplete.

Strength: 2	Resilience: 3
Toughness: 3	Speed: 2
Focus: 5	

Sea Splash: Splashes an opponent, causing damage.

Tidal Wave: Slams an opponent with water, causing damage.

Torrent: Harms an enemy by engulfing it.

Whirlpool: Pulls at an opponent, reducing the target's movement Speed and impairing vision.

TOMB GUARDIAN

The Tomb Guardian is a great melee champion. Its spells focus on sacrificing defense for attack and movement Speed or vice versa. Buff the Tomb Guardian according to the situation and start dealing the damage.

Strength: 4	Resilience: 4
-------------	---------------

Toughness: 3	Speed: 2
--------------	----------

Focus: 2

Guardian's Rage: Lowers the caster's defenses and boosts attack and movement Speed.

Guardian's Resolve: Boosts the user's defenses and lowers attack and movement Speed.

Guardian's Roar: Causes all enemies around the Tomb Guardian to be pushed away and stunned.

Guardian's Strike: Damages and knocks foes back.

PICK-UPS

Fights in the arena can be long and grueling. As you run around the arenas, you'll notice different items you can pick up. Most abundant are the blue and red vials. The blue vials restore some of your power while the red vials restore some of your health. Picking these up is crucial to success not only because it revitalizes you, but also to keep the vials away from the opposing team.

In addition to the power and health pick-ups, a variety of less common pick-ups spawn sporadically throughout the arenas. These pick-ups are spells that get added to your hotbar for use in the arena, and you can use them only once. After using a spell pick-up, the spell disappears from your hotbar and you must find another one.

There are four types of spell pick-ups: an axe, a lightning bolt, a shield, and a star. Each type can also vary in color. A spell pick-up's type and color determines which spell is added to your hotbar.

AXE PICK-UPS

Axe pick-ups are offensive spells. Both axe pick-ups inflict AOE damage.

CHAMPION'S FURY

Target: Caster

Duration: 15 seconds

Effects: On a successful attack, the spell inflicts AOE damage on the target. Also enlarges the caster and increases DPS of caster.

DETONATION

Target: Caster

Duration: 1.5 seconds

Effects: Inflicts AOE damage, stuns, and throws enemies back

LIGHTNING PICK-UPS

The offensive lightning pick-ups stun the targets while the defensive ones focus on dodging damage.

BOUND

Target: Caster

Casting Time: 0.2 seconds

Recovery Time: 0.5 seconds

Recast Time: 5.0 seconds

Effects: Throws caster back

FLASH

Target: Enemy

Duration: 1 second

Range: 15 meters

Effects: Inflicts damage and stuns target

SURGE

Target: Caster

Duration: 10 seconds

Effects: Increases caster's movement Speed

THUNDER CLAP

Target: Enemy
Duration: 4 seconds
Range: 25 meters
Effects: Inflicts damage and stuns target

SHIELD PICK-UPS

Shield pick-ups are what you'd expect them to be: shields. One is in the form of a ward and the other is in the form of a damage shield on the enemy.

FEEDBACK

Target: Enemy
Duration: 20 seconds
Range: 15 meters
Effects: When target is damaged, Feedback inflicts extra damage and throws the target back.

RUNE

Target: Caster
Duration: 30 seconds
Effects: Wards target

STAR PICK-UPS

Star pick-ups focus on the enemy's Speed. One of them slows down the enemy while the other one stops enemies dead in their tracks.

LOCKDOWN

Target: Enemy
Duration: 10 seconds
Range: 25 meters
Effects: Roots target

TIMEBOMB

Target: Enemy
Duration: 10 seconds
Range: 25 meters
Effects: Inflicts damage and decreases target's movement Speed

GAME TYPES

There are three ways to experience the arena. All three types of games are team-based, but you can play with only one player per team for some one-on-one action.

TEAM DEATHMATCH

Team Deathmatch is the simplest of the three game types. In this type of game, each team must kill members of the other team as fast as possible. Each team member's kill is added to the team's total, and when that total reaches the victory condition, that team wins. If the time limit runs out before the victory condition is reached, the team with the most kills is declared the winner. Draws are possible.

In Team Deathmatch games, the best strategy is to stay with your group. If you get caught alone, chances are the other team will quickly send you back to the spawn point.

DESTROY THE IDOL

The object of Destroy the Idol is to destroy the opposing team's idol. The team that destroys the target number of idols first wins. If time runs out before the victory condition is reached, the team with the most destroyed idols wins. In this game, kill count does not matter.

The standard approach to Destroy the Idol is to split the team into at least two groups. One group defends your idol while the rest of the team hunts down the other idol. The irony is that the defensive group is the one focused on killing because they must defend the idol from attackers. The offensive group isn't focused on killing unless they need to clear the area around the idol in order to reach the idol.

CAPTURE THE FLAG (CHAMPIONS ONLY)

You can only play Capture the Flag with champions. You can't enter a Capture the Flag game with player characters. The object of Capture the Flag is to take the other team's flag and to bring it back to your own flag. Your team does not get credit for a flag capture until you touch your flag with the enemy flag while your flag is in your base.

When you take the enemy's flag, you get hit with a Speed reduction. Make sure you have teammates nearby to protect you as you head back to your own base. If you reach your base and your flag is gone, you have to survive until one of your teammates returns your flag. If you get killed while carrying the flag, the flag drops and stays there for a limited time. One of your teammates can pick up the flag and continue, or an enemy can touch the flag to send it back to their base.

ARENAS

There are four arena configurations: Maj'Dul, Cour of Doom, Protected, and the Dungeon.

MAJ'DUL ARENA

Norrath's bravest come to this legendary arena to test their mettle before the cheering crowds of Maj'Dul.

The Maj'Dul arena is divided into three main areas. There are the two base areas where each team spawns and where the idol or flags sit. These areas are usually hot with activity as teams fight to protect their idols and flags.

Four rooms lead from these base areas: a spawn room, two rooms with pick-ups, and an empty room. The empty room is a bit isolated and makes a good defensive post for a flag carrier waiting for his or her flag to return.

The third main area of the Maj'Dul arena is the central area. This area is separated from the first two areas by high walls. In the center of it all is a tower with four bridges leading away from it to four platforms. To reach the tower, climb any of the four sets of stairs to the platforms. You have a great view of the battleground below from the four platforms or the tower. Use the height advantage to pounce on any unsuspecting enemies below.

COURT OF DOOM

Upon entering the arena, the champions feel a sense of dread, as though the end is near.

Each of the bases of the Court of Doom has two towers, one of which holds the flags and idols. Reach the top of the towers by sets of stairs that are somewhat protected from the center of the arena. From the two towers of either base, you can look down into the map's central area as well as seeing the opposing team's towers. The tower tops make good defensive posts for ranged combatants as any attacking enemies must travel below you.

The central area has short walls that can be used for cover. This is where both team's attackers often meet, especially on the small platform in the center. The central area tends to be where the fighters go toe-to-toe and without worrying about getting picked off by defenders on the towers.

PROTECTED

This arena gives great protection to defenders. Do you have what it takes to survive the attack?

This arena, Protected, is set up to give the advantage to the defenders of both sides. The central area is maze-like with high walls and narrow passages. Traversing through the center to the other side is dangerous for attackers as you never know what will pop up around the corner.

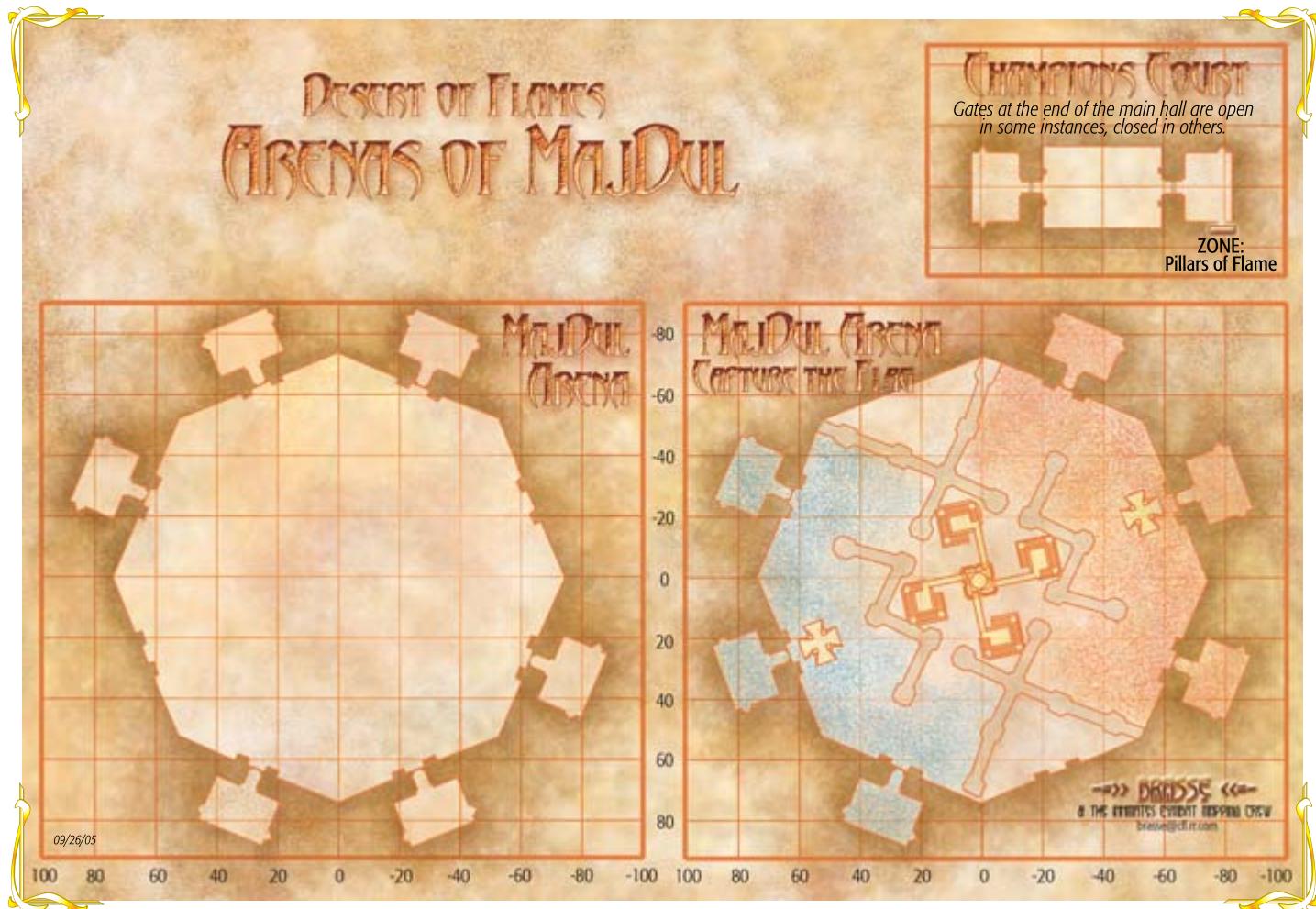
When you reach the opposing base, it's easy to see why Protected is a defensive map. To reach the tower in the enemy's base and take the flag or destroy the idol, you must first get into the base. The only ways into the base are a couple of narrow slits. The narrow slits allow defenders to concentrate their energies on these two limited entry points. When you emerge through the slits, be ready for an onslaught from the defenders as they close in around you.

THE DUNGEON

The Dungeon is where only the bravest champions are sent to determine who is the best.

The Dungeon is a relatively open map. From the short platforms around the arena, you can see most of the arena. This allows defenders to see attackers long before they arrive. Defenders with ranged skills can post up in the bunker-like structures and pick off enemies as they run by.

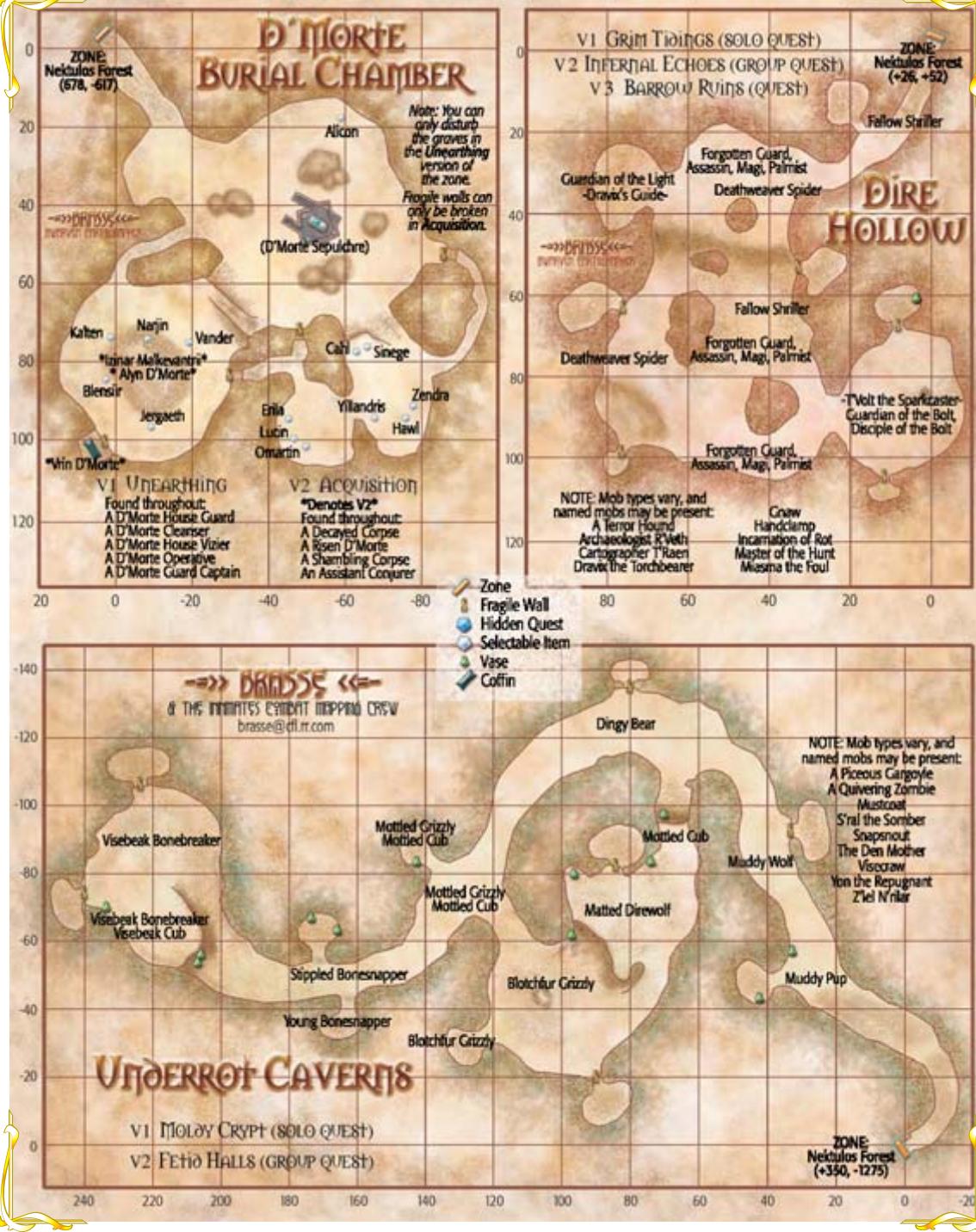
The center of the arena is a huge pillar with spikes on the side. Use the spikes to climb a short distance where you can then circle around the pillar. From that vantage point, you can scope out the whole arena as you circle the pillar. Drop down on enemies or use ranged skills to attack them.

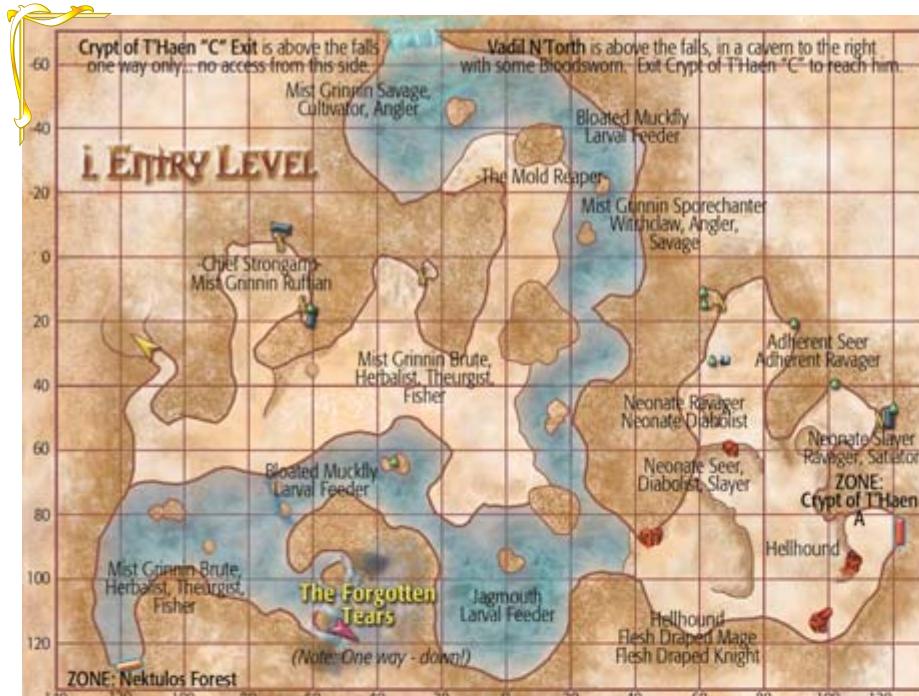


Adventure Packs Atlas

1 THE BLOODLINE CHRONICLES

The *Bloodline Chronicles* is the first of the Adventure Packs created specifically for *EverQuest II*. While it doesn't have anything, directly, to do with *Desert of Flames*, it does expand the available quests, items, and areas you can adventure in the land of Norrath. Here we've compiled maps of each of the new areas, as well as complete quest lists as bonus content, to make your adventuring even more accessible.





THE TOMBS OF NIGHT

V1 A SEARCH FOR ANSWERS

V2 RETRIBUTION

(For higher-level groups, similar, but with stronger versions of mobs from V1, and additional named mobs. The dungeon design is identical.)

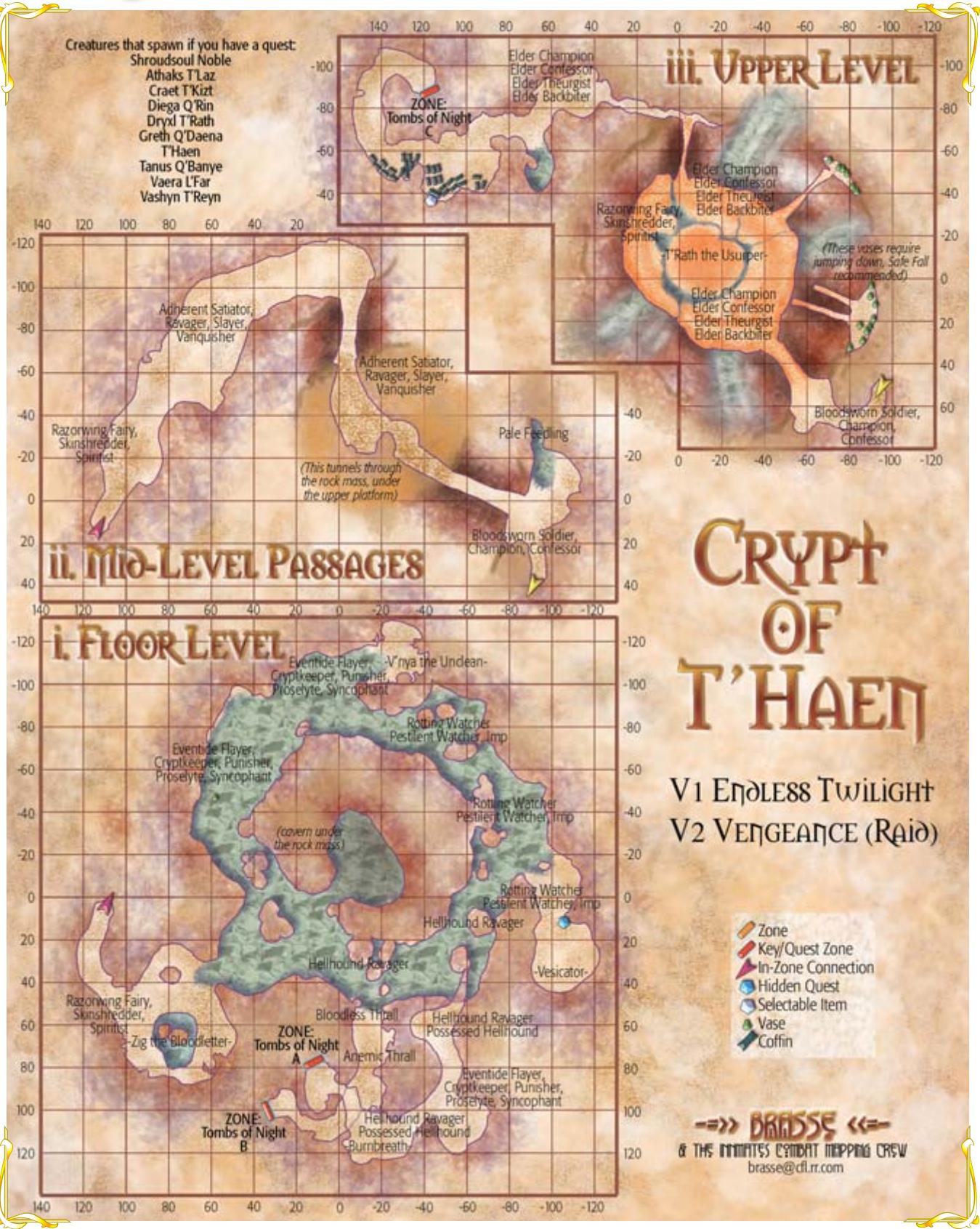
- Zone
- Key/Quest Zone
- In-Zone Connection
- Secret Door
- Hidden Quest
- Selectable Item
- Markable Item
- Dusty Urn
- Dusty Coffin

==> BRAESE <==

& THE INTENSE EVENT MAPPING CREW

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Claimed Items Quests		
Level	Quest Name	Category
30	D'Morte Burial Chambers	Access Quests
35	The D'Morte Family Crest	Hallmark

The Brethren of Night Camp Quests		
Level	Quest Name	Category
35	A Small Sampling	Nektulos Forest
35	A Bloody Coup	Nektulos Forest
36	Mysterious Artifacts	Nektulos Forest
38	Betrayal of Brotherhood	Nektulos Forest
38	Building a Vessel	Nektulos Forest
39	Exploring the Crypt	Nektulos Forest
40	Crushing Betrayal	Nektulos Forest
40	Kindred Spirit	Nektulos Forest
40	Stealing Essence	Nektulos Forest
40	Unlocking the Form	Nektulos Forest
40	Watching the Watchers	Nektulos Forest

The Hand of Marr Camp Quests		
Level	Quest Name	Category
35	Luring Out the Evil	Nektulos Forest
35	Missing Scouts	Nektulos Forest
36	Symbols of the Damned	Nektulos Forest
38	Assessing the Threat	Nektulos Forest
38	A Far Greater Menace	Nektulos Forest
39	Shattering the Crystals	Nektulos Forest
40	Become Thine Enemy	Nektulos Forest
40	Enemy's Weakness	Nektulos Forest
40	Know Thine Enemy	Nektulos Forest
40	Research and Destroy	Nektulos Forest
40	A Vicious Twist	Nektulos Forest

Quests for Both Camps		
Level	Quest Name	Category
36	Investigating Dire Hollow (Alone)	Nektulos Forest
36	Investigating Dire Hollow (Teamwork)	Nektulos Forest
36	Investigating the Underrot Caves (Alone)	Nektulos Forest
36	Investigating the Underrot Caves (Teamwork)	Nektulos Forest

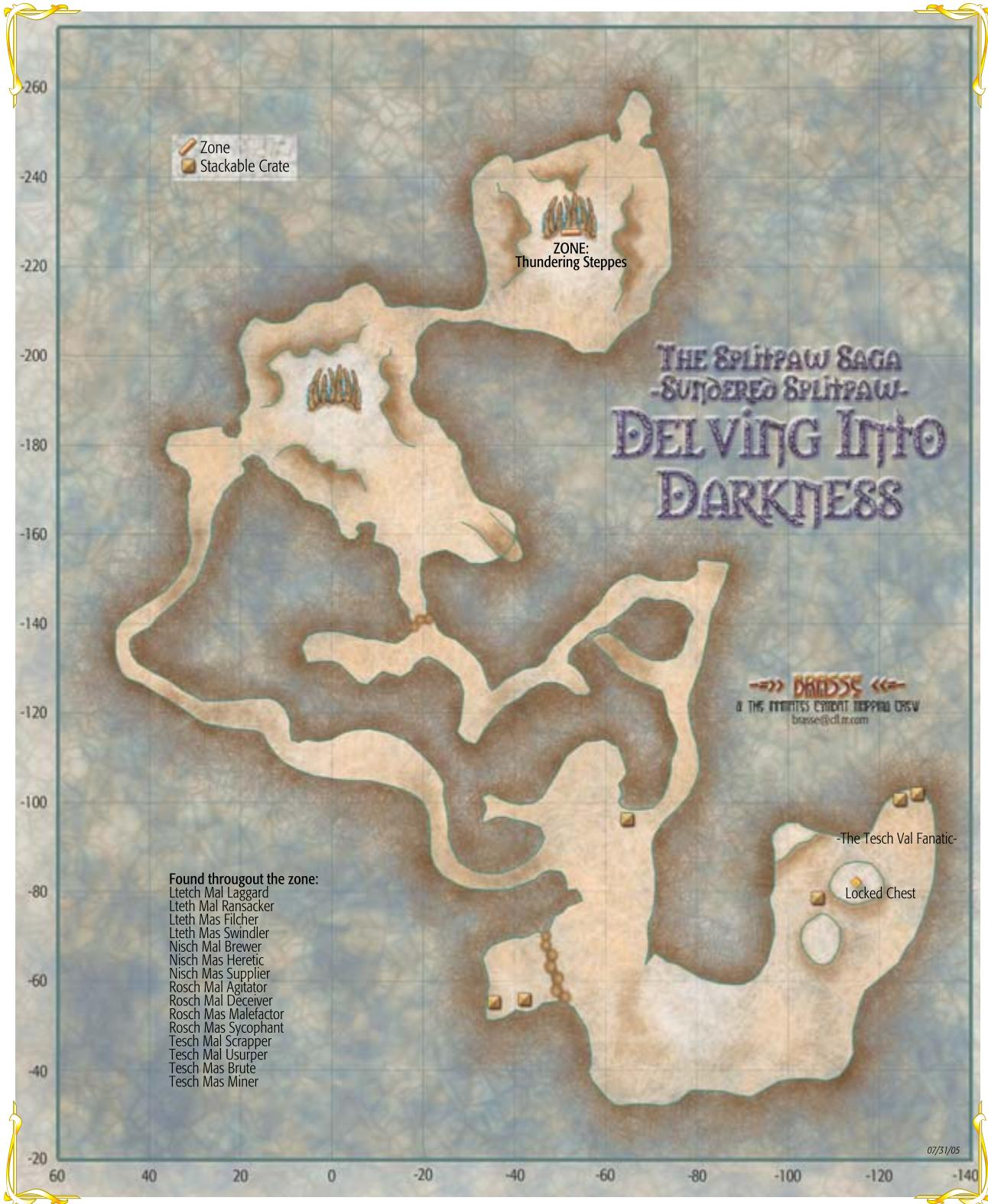
Zone Examination Quests		
Level	Quest Name	Category
35	Rescue the Hapless Explorer	The Tombs of Night
37	Funeral Pyre	The Crypt of T'Haen
39	The Stiletto's Thirst	The Crypt of T'Haen

Item Examination Quests		
Level	Quest Name	Category
34	Albino Snakeskin Bag	Nektulos Forest
34	Parasite's Prize	Nektulos Forest
35	Ceremony of the Fanged Necklace	Nektulos Forest
35	Hide of the Fleshgoyle	Nektulos Forest
36	Tattered Robes	Nektulos Forest



THE SPLITPAW SAGA

The second Adventure Pack, *The Splitpaw Saga*, is unique in that the quests and dungeons scale to the level of your group. Thus anyone can join in the fun because it isn't limited to certain levels. Here we've gathered all the maps and basic quest info for your perusal.



THE SPLITPAW SAGA
-SUNDERED SPLITPAW-

CAPTIVE AUDIENCE

ZONE:
Thundering Steppes

Found throughout the zone:
 Lteth Mal Ransacker
 Lteth Mas Filcher
 Lteth Mas Swindler
 Nisch Mal Brewer
 Nisch Mas Supplier
 Rosch Mal Agitator
 Rosch Mal Deceiver
 Rosch Mas Sycophant
 Tesch Mal Scrapper
 Tesch Mal Usurper
 Tesch Mas Brute
 Tesch Mas Miner

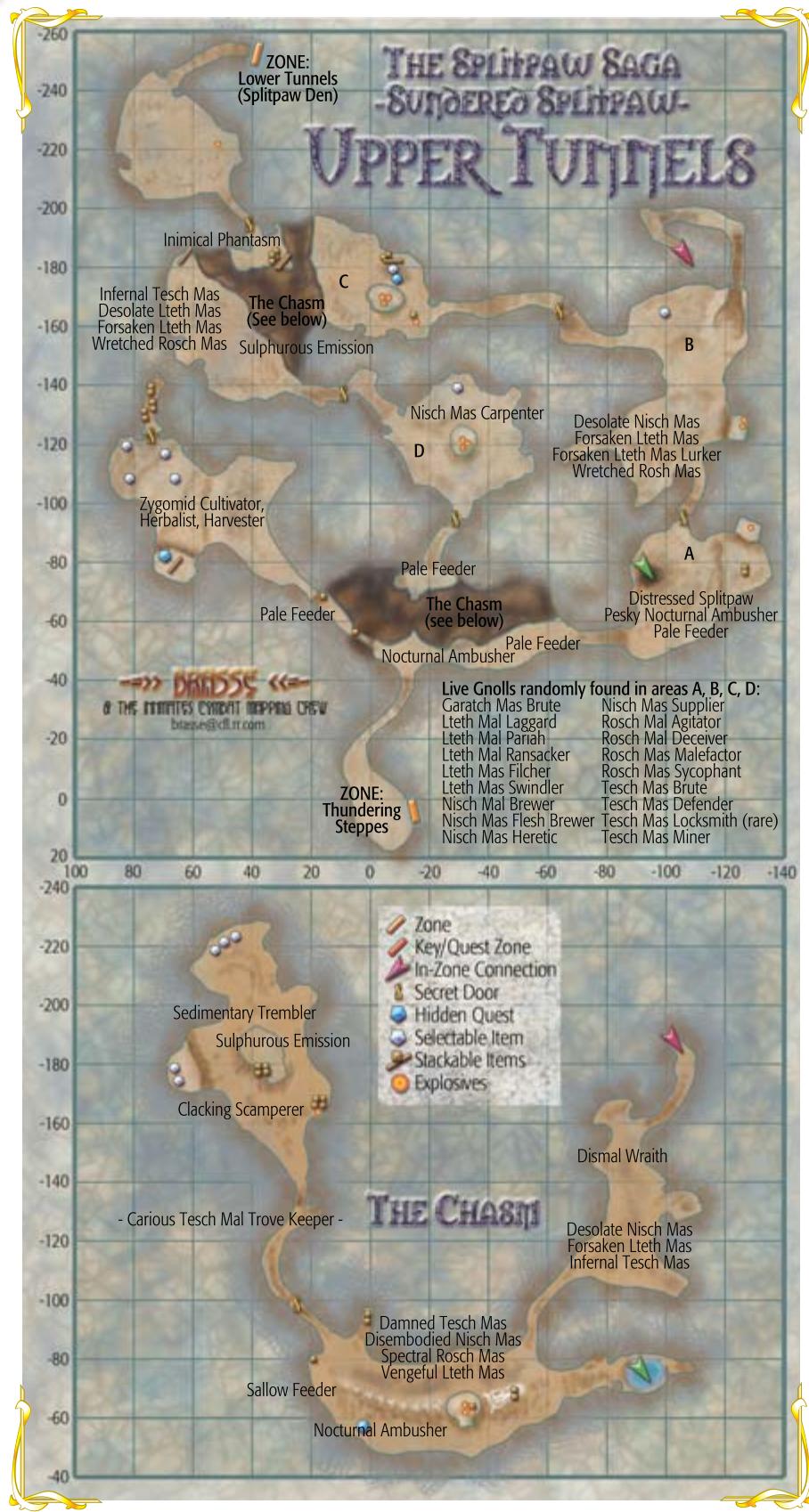
Nibbcog Gomble

Pale Feeders

Zone
Quest/Other NPC
Stackable Crate

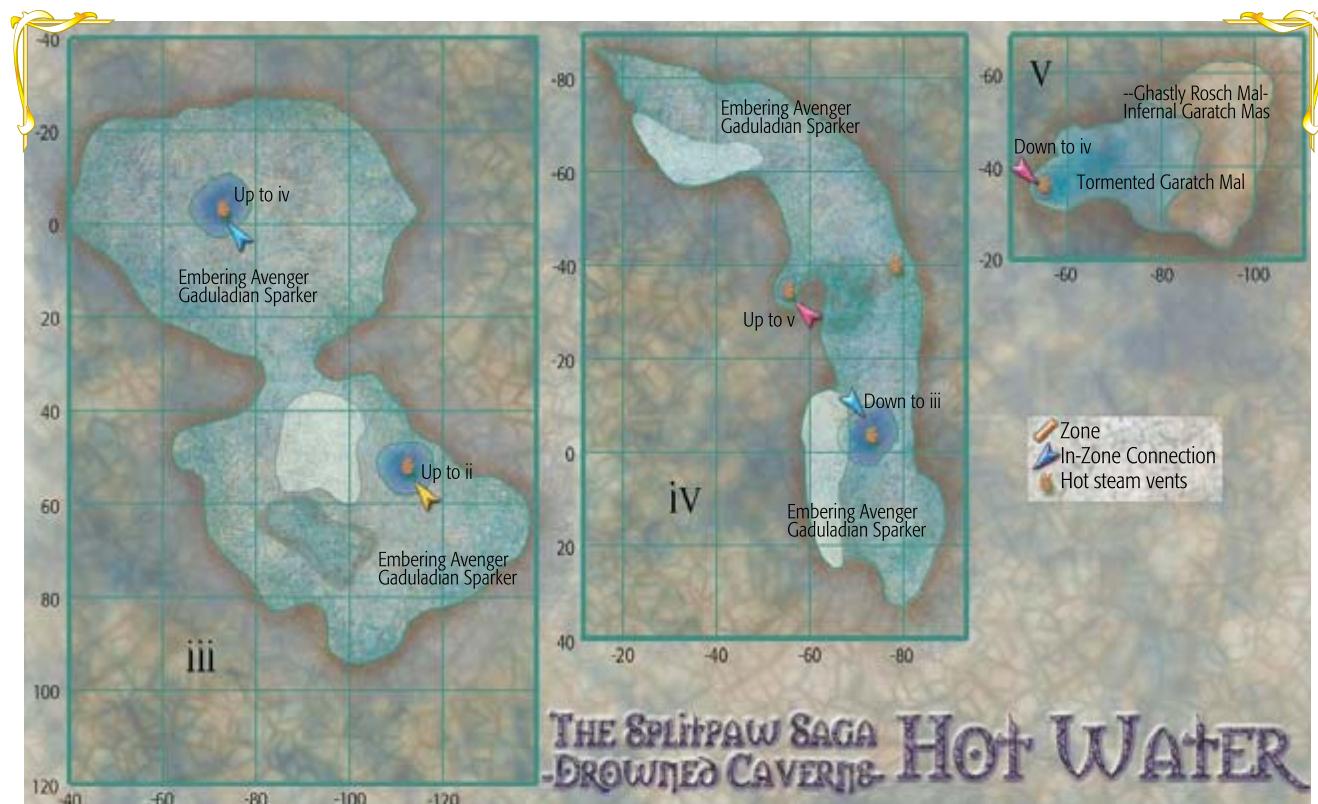
==> BRASSE <==
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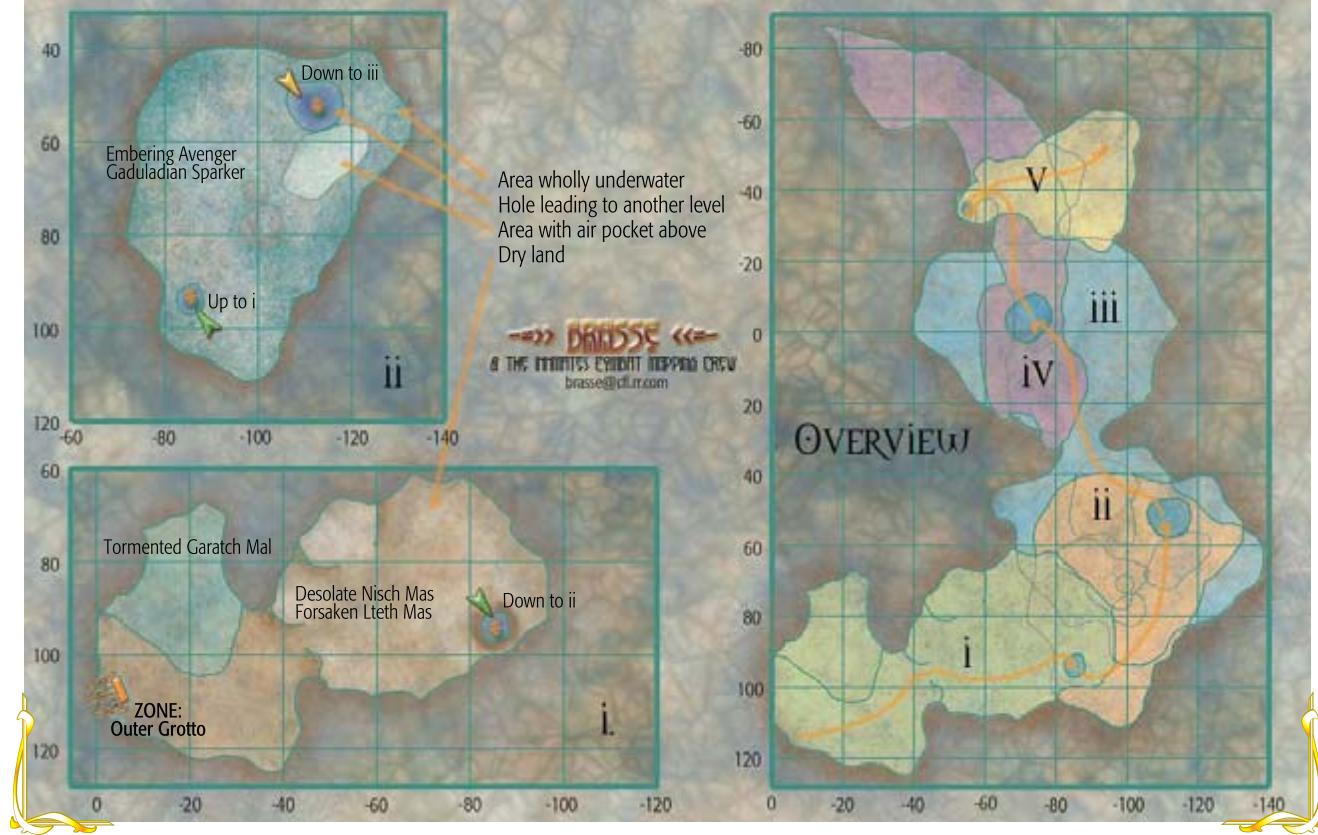


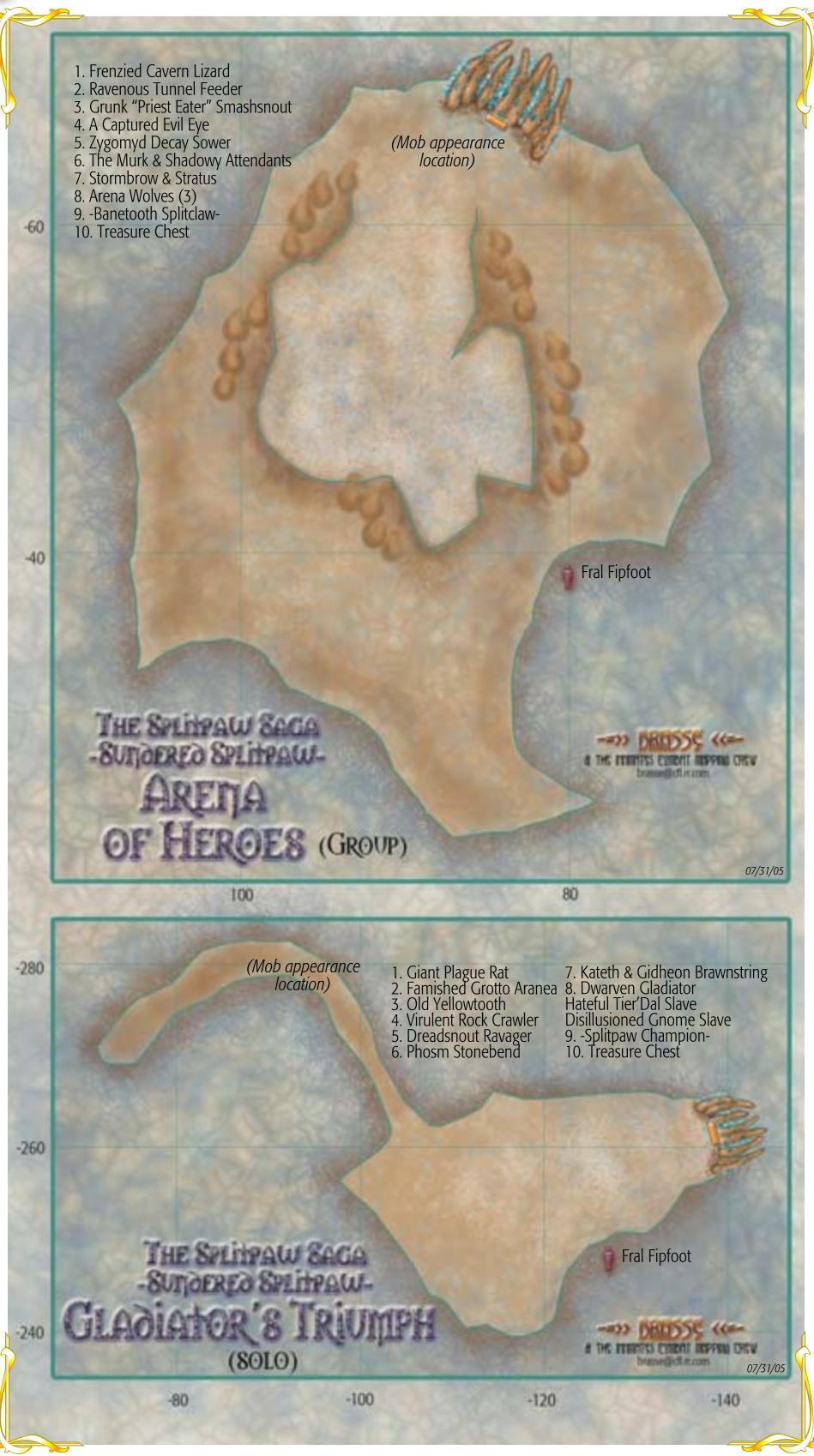






THE SPLITPAW SAGA - DROWNED CAVERNS Hot WATER

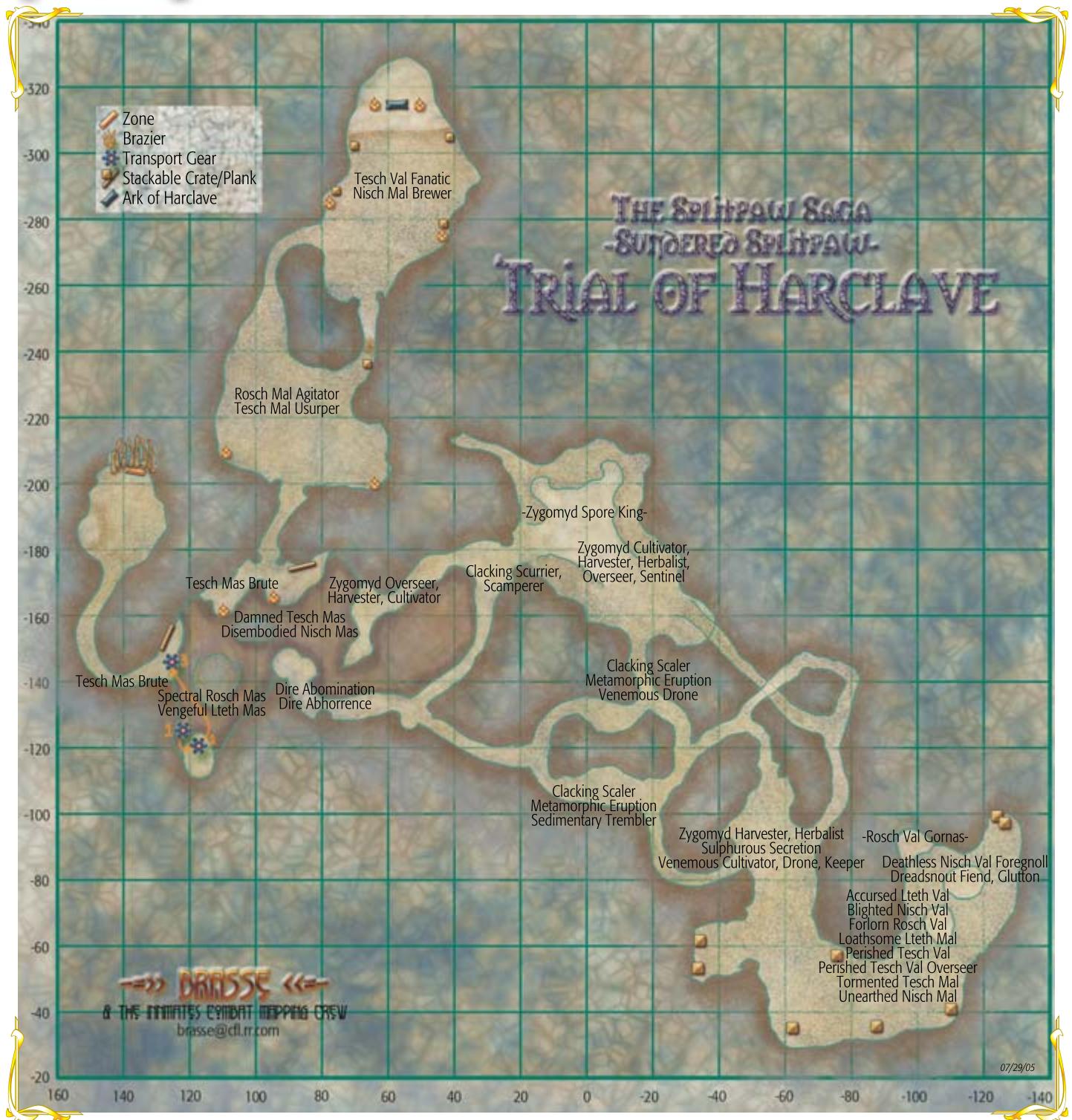


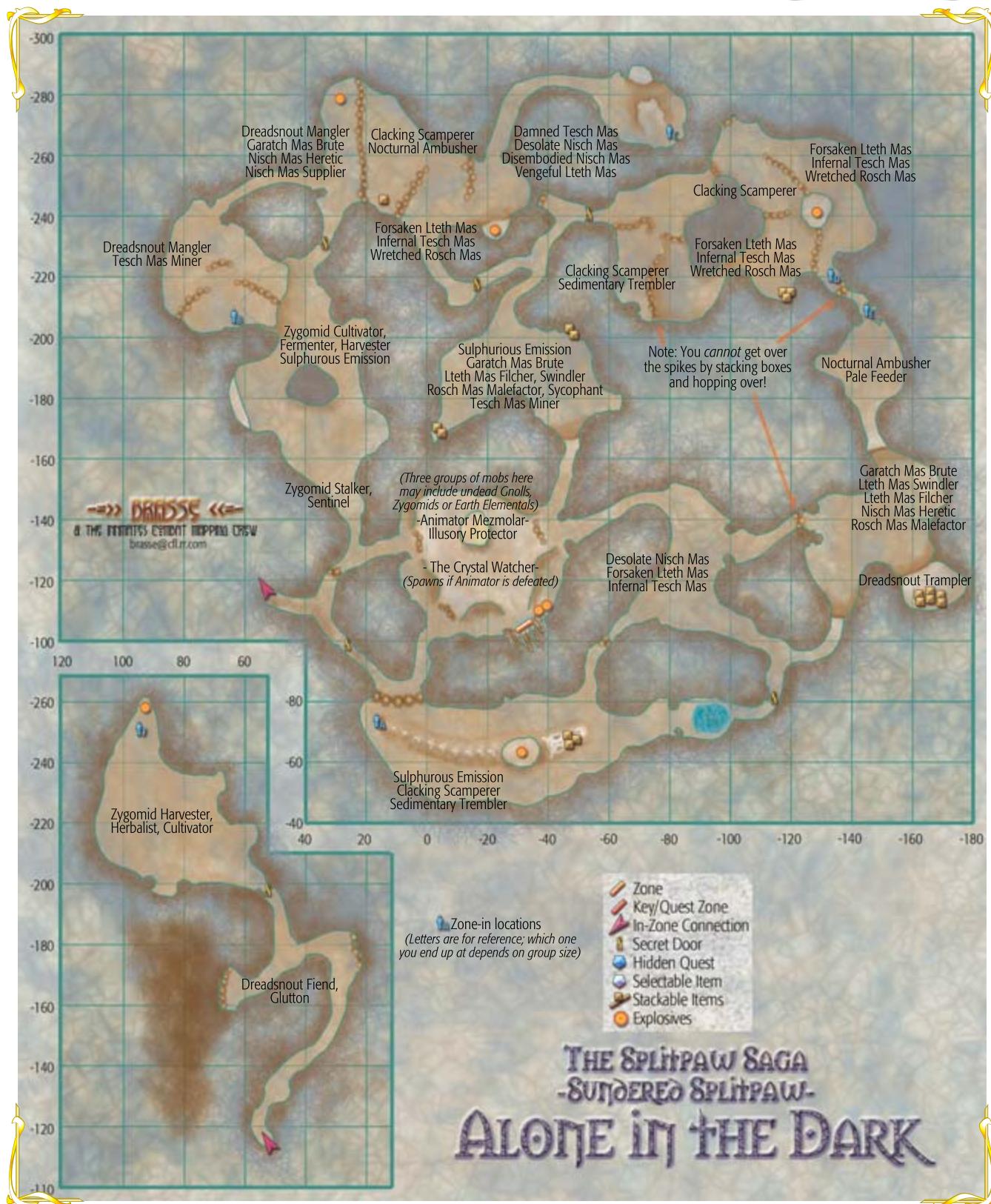


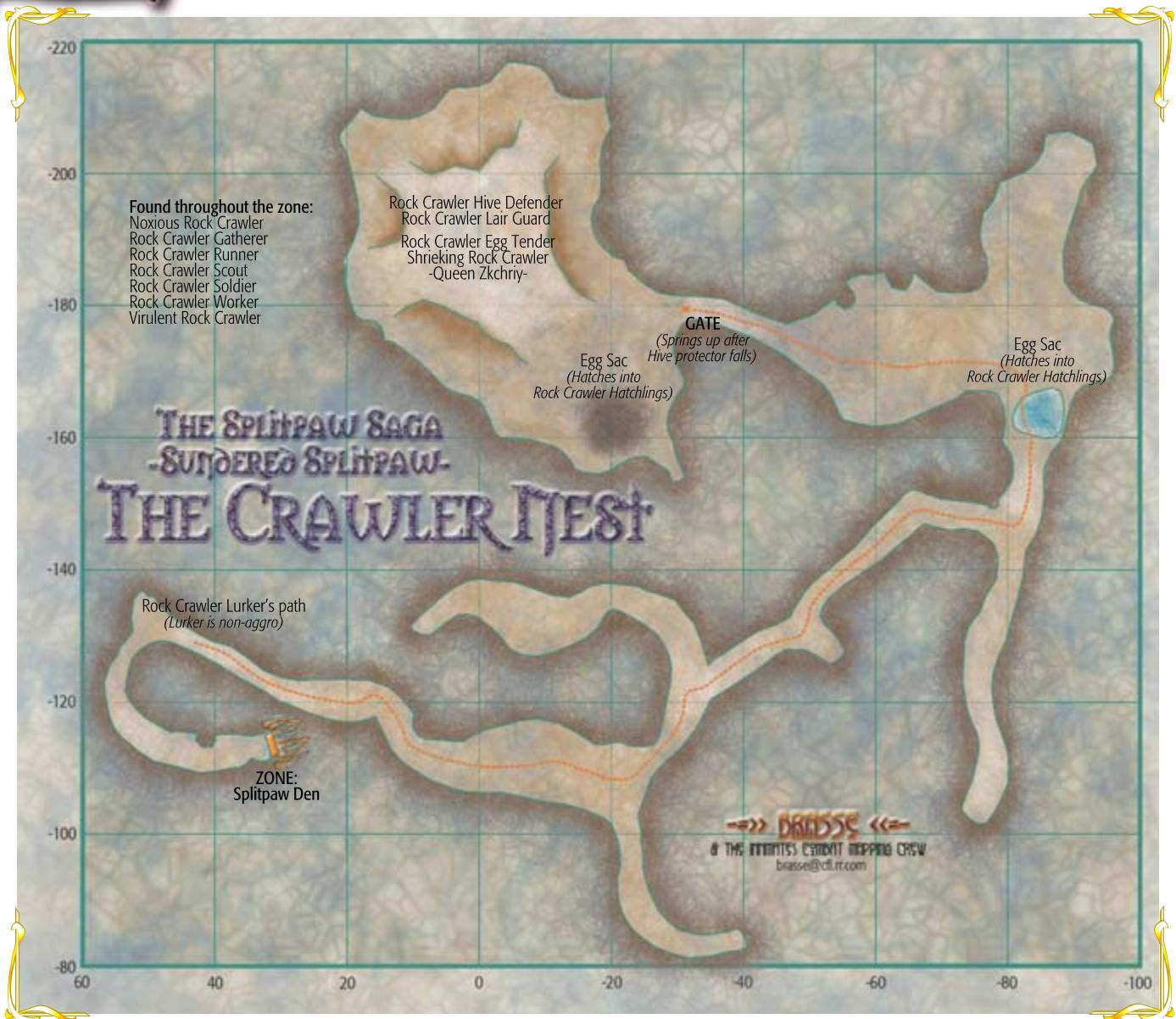












Starter Quest	
Quest Name	Category
A Darkened Shard	Starter Quest
Sundered Splitpaw: Upper Tunnels	
Quest Name	
The Eaters and the Eaten	
The Final Journey	

Drowned Caverns: Outer Grotto	
Quest Name	
Eyes in the Dark	
A Light in the Dark	
A Sodden Bone Key	
Sundered Splitpaw: Splitpaw Den	
Quest Name	
The Ark of Harclave	
Crawlers Extermination	
Find Your Companions!	
Fitch's Prank	
Fur Fetching for Fral	
Investigate the Water Source	
Stop the Underpaw Army	

ARMOR AND WEAPONS

NOTE

The following series of tables breaks down all the new weapons and armor available in *Desert of Flames* by zone, level, and then equipment slot.

CAZEL'S MESA

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Sabatons of the Conqueror	55	Feet	6	12	14	0	0	40	20	0	0	0	0	10	5	0
Legplates of the Vanguard	56	Legs	0	0	10	15	0	30	50	6	0	0	0	0	0	6
Feral Guardian Gloves	58	Hands	0	10	7	15	0	20	40	0	8	0	7	0	0	0
Dust Dervish Gloves	58	Hands	14	14	0	0	0	38	30	0	7	0	8	0	0	0

HALLS OF DISCIPLINE

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Locket of Unyielding Spirit	48	Neck	0	8	8	0	0	45	25	0	0	0	0	0	8	0
Necklace of Shielding	48	Neck	8	0	0	10	0	30	40	0	0	0	6	0	0	0
Necklace of the Elements	48	Neck	0	0	4	0	10	25	45	0	0	0	10	0	0	0
Scale Covered Blade	48	Weapon	0	0	10	0	0	40	30	0	0	0	0	0	0	0
Flail of the Curate	48	Weapon	0	0	7	8	0	25	35	0	0	0	0	0	0	0
Stiletto of the Devious	48	Weapon	0	10	0	0	0	25	45	0	0	0	0	0	0	0
Quarterstaff of Patience	48	Weapon	10	5	0	10	0	45	40	0	0	0	0	0	0	0
Walking Stick of Purification	48	Weapon	0	0	0	0	10	20	50	0	0	0	0	0	0	0

LIVING TOMBS

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Flowmaster's Coat	47	Chest	0	10	0	0	0	55	28	0	0	0	0	0	8	0
Necklace of Aman	47	Neck	0	0	10	0	6	47	20	0	8	0	0	0	0	0
Baru'Bah Signet Cuffs	48	Forearms	0	0	0	0	8	35	50	0	8	0	0	0	0	0
Flowmaster's Mantle	48	Shoulders	0	10	0	0	0	45	30	0	0	0	0	0	0	12
Robe of Aman	49	Chest	0	0	0	0	8	25	58	0	0	0	0	10	0	0
Woven Eternal Slippers	49	Feet	0	8	0	0	0	35	46	0	8	0	0	0	0	0
Flowmaster's Cuffs	49	Forearms	7	0	0	0	8	20	45	0	12	0	0	0	0	0
Gauntlets of the Fyr'Un	49	Hands	0	0	8	0	0	55	30	0	0	8	0	0	0	0
Mummy Wrap Gloves	49	Hands	0	0	0	8	0	31	50	0	10	0	0	0	0	0
Pantaloons of Deep Thought	49	Legs	0	0	10	0	7	25	55	0	0	6	0	0	0	0
Chestguard of Harvest	50	Chest	0	0	0	8	0	33	50	0	0	10	0	0	0	0
Gold Eternal Earring	50	Ears	8	0	0	8	0	25	42	0	0	8	0	0	0	0
Boots of Cultivation	50	Feet	0	8	0	0	5	35	46	0	0	0	0	0	0	8

Table continued on next page



LIVING TOMBS (CONTINUED)

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Baru'Bah Silk Mitts	50	Hands	0	0	6	6	6	20	47	0	0	0	10	0	0	0
Helm of the Harvest	50	Head	0	0	0	8	0	30	45	0	0	0	0	11	0	0
Mummy Wrap Skullcap	50	Head	0	0	5	8	0	25	47	0	10	0	0	0	0	0
Mummy Wrap Pantaloons	50	Legs	0	0	0	0	8	20	55	0	13	0	0	0	0	0
Greaves of Tirik'Rah	50	Legs	0	10	0	0	0	55	35	0	0	0	0	0	8	0
Sabatons of the Fyr'Un	51	Feet	0	0	10	0	0	50	37	0	0	0	8	0	0	0
Sabatons of Unending Wrath	51	Feet	0	6	8	0	0	48	30	0	0	0	10	0	0	0
Band of Aeoesse	51	Fingers	0	8	8	0	0	27	40	0	0	10	0	0	0	0
Bracers of Plowing	51	Forearms	0	0	12	0	0	40	29	0	0	0	12	0	0	0
Silk Eternal Pantaloons	51	Legs	5	0	0	0	8	23	48	0	0	0	8	0	0	0
Abhorrent Legplates of the Exalted	51	Legs	10	0	0	0	0	32	50	0	0	0	8	0	0	0
Mummy Wrap Choker	51	Neck	0	0	0	6	10	25	42	0	10	0	0	0	0	0
Anu'Tep Signet Medallion	51	Neck	0	6	0	0	8	20	53	0	0	0	12	0	0	0
Wand of Celestial Bindings	51	Weapon	0	0	0	7	8	20	45	0	0	0	0	0	0	0
Wristguards of the Fyr'Un	52	Forearms	0	0	0	7	0	31	45	0	9	0	0	9	0	0
Gloves of the Undying	52	Hands	0	0	10	10	5	45	32	0	8	0	0	0	0	10
Visionary's Cap	52	Head	0	0	0	0	9	19	55	0	0	13	0	0	0	0
Voyager's Pants	52	Legs	0	10	0	0	0	45	45	0	0	0	10	0	0	0
Festerling Drape	52	Shoulders	0	0	-5	9	14	0	55	0	-5	6	10	10	0	-5
Spaulders of the Fyr'Un	52	Shoulders	8	0	5	0	0	55	29	0	8	0	0	0	0	0
Shadowhowler Spaulders	52	Shoulders	0	0	8	0	8	30	46	11	0	0	0	0	0	0
Bracelet of Aeoesse	52	Wrists	8	8	0	0	0	45	28	0	0	0	0	10	0	0
Hoops of Ravaged Spirits	53	Ears	0	0	0	0	8	20	50	8	0	8	0	8	0	0
Embalmed Wristguards	53	Forearms	0	0	0	8	0	35	57	0	9	0	0	0	0	0
Barbute of the Fyr'Un	53	Head	8	0	0	0	0	56	30	0	8	0	0	0	0	0
Staff of the Exalted	53	Weapon	0	0	0	0	7	25	55	0	0	0	0	0	0	0
Voyager's Ring	54	Fingers	8	0	0	3	0	46	30	0	6	0	0	0	0	8
Shadowhowler Gussets	54	Forearms	8	0	5	0	0	45	35	0	0	0	0	8	0	0
Shoulder Pads of the Undying	54	Shoulders	0	0	10	10	0	42	50	10	0	0	5	0	0	0
Incorporeal Mantle of Deftness	54	Shoulders	0	0	11	0	0	50	28	0	8	0	0	0	8	8
Wand of the Fyr'Un	54	Weapon	0	0	0	8	8	27	45	0	0	0	0	0	0	0
Statue Court Wristwraps	55	Forearms	0	0	8	8	0	45	36	0	0	0	7	0	0	0
Statue Court Knuckles	56	Weapon	8	0	0	5	0	40	25	0	0	0	0	8	0	0

PILLARS OF FLAME

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Robe of Drought	48	Chest	0	0	7	0	14	11	40	0	11	0	0	4	0	0
Glyphed Dune Handguards	48	Hands	0	0	6	10	0	25	28	0	8	0	8	0	0	0
Glyphed Dune Leggings	49	Legs	0	0	7	12	0	25	34	5	0	0	0	0	0	8
Cowl of Thirst	49	Shoulders	0	0	6	0	12	15	34	7	0	0	9	0	0	0
Dark Gussets of Rage	50	Forearms	11	0	9	0	0	29	20	0	0	7	0	0	0	7
Disciple's Fists	50	Hands	8	9	0	0	0	30	25	0	8	0	6	0	0	0

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Disciple's Skullcap	50	Head	0	6	11	0	0	24	26	0	0	9	0	0	8	0
Etched Iron Greaves	50	Legs	0	12	8	0	0	26	25	8	0	0	0	0	0	8
Scorpion Chitin Pauldrons	50	Shoulders	0	0	6	12	0	33	21	6	0	0	0	12	0	0
Glyphed Dune Club	50	Weapon	6	0	0	12	0	18	36	0	0	0	0	0	0	0
Boots of Desert Fury	51	Feet	0	10	0	10	0	20	26	10	0	0	0	0	0	10
Scorpion Eye Sequined Cap	51	Head	0	6	0	0	12	20	30	0	0	6	0	0	10	0
Plated Scorpion's Tail	51	Weapon	12	5	0	0	0	25	30	0	0	0	0	0	0	0
Cestus of the Five	51	Weapon	8	12	0	0	0	30	25	0	0	0	0	0	0	0
Scorpion Chitin Breastplate	52	Chest	0	0	6	14	0	25	25	0	12	0	0	6	0	0
Scorpion Chitin Barbute	52	Head	0	5	10	0	0	33	15	0	0	7	6	0	7	0
Gilded Hide Skulcap	52	Head	0	5	0	11	0	25	27	0	0	5	9	0	5	0
Razorfang's Hide	52	Head	0	12	8	0	0	25	30	0	0	6	0	0	10	0
Chimarrtha's Tunic of Wretchedness	53	Chest	0	0	7	15	0	15	40	0	10	0	0	8	0	0
Disciple's Wristwraps	53	Forearms	8	9	0	0	0	26	30	0	0	11	0	0	0	7
Discordant Plate Gauntlets	53	Hands	12	7	0	0	0	31	20	0	8	0	0	11	0	0
Mitts of the Madman	53	Hands	0	11	0	0	9	21	32	0	8	0	0	9	0	0
Sun Bleached Cowl	53	Shoulders	0	8	0	0	16	14	36	6	0	0	10	0	0	0
Razorfang's Bone Bracers	54	Forearms	5	15	0	0	0	30	25	0	0	8	0	0	0	12
Naga Scaled Gauntlets	54	Hands	10	0	10	5	0	26	20	0	8	0	10	0	0	0
Glyphed Dune Handguards	54	Hands	0	6	8	15	0	32	21	0	0	0	14	0	0	0
Sandcrawler's Coif	54	Head	0	12	12	0	6	30	26	0	0	0	0	0	12	0
Blackened Chain Helm	54	Head	0	0	8	12	0	20	36	0	0	6	0	0	12	0
Cowl of the Crazed	54	Shoulders	0	7	0	0	15	15	32	12	0	0	10	0	0	0
Kromtarr Magi's Blouse	55	Chest	6	0	0	0	18	10	40	0	12	0	0	9	0	0
Tunic of the Nightwalker	55	Chest	9	17	9	0	0	40	30	0	17	0	0	0	0	0
Glyphed Dune Boots	55	Feet	0	8	5	9	0	25	34	0	0	0	0	7	7	0
Seer Stone Band	55	Fingers	0	14	0	0	15	20	48	0	0	10	0	0	0	0
Kromtarr Magi's Mitts	55	Hands	5	0	0	0	15	20	30	0	14	0	0	7	0	0
Wretched Gloves of the Harpies	55	Hands	5	0	5	12	0	25	33	0	10	0	5	0	0	0
Mystical Cap of Ti'Mm	55	Head	0	3	0	0	14	20	37	0	0	9	0	0	9	0
Master's Skulcap	55	Head	0	12	12	0	0	40	10	0	0	10	0	0	7	0
Idol of the Sun Gazer	55	Secondary	0	16	0	0	20	20	50	0	0	0	0	0	0	0
Clay Shoulders of the Cyclops	55	Shoulders	0	0	6	17	0	46	20	6	0	0	8	0	0	0
Seawell the Club of Captains	55	Weapon	4	4	0	16	0	24	40	0	0	0	0	0	0	0
Dark Sabatons of Rage	56	Feet	0	8	12	0	0	34	20	0	0	0	0	10	9	0
Wretched Boots of the Harpies	56	Feet	0	10	0	15	0	19	30	0	0	0	0	10	10	0
Sabatons of the Giant	56	Feet	10	0	8	0	0	40	16	0	0	0	0	11	9	0
Sandcrawler's Gloves	56	Hands	8	12	0	0	0	28	24	0	8	0	0	12	0	0
Saltstained Gauntlets	56	Hands	14	6	8	0	0	24	20	0	7	0	9	0	0	0
Wretched Pants of the Harpies	56	Legs	0	8	0	11	0	15	34	11	0	0	0	0	0	11
Legplates of the Isangoma	56	Legs	0	6	10	16	0	16	30	8	0	0	0	0	0	7
Tome of Sacred Feathers	56	Secondary	5	10	0	17	0	15	52	0	0	0	0	0	0	0
Totem of Ti'Mm	56	Secondary	8	0	5	17	0	29	50	0	0	0	0	0	0	0
Cowl of the Daywalker	56	Shoulders	0	15	0	0	20	20	60	12	0	0	0	0	0	0
Mace of Tsu'Ma	56	Weapon	17	0	0	0	0	53	20	0	0	0	0	0	0	0

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PILLARS OF FLAME (CONTINUED)

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Master's Club	56	Weapon	12	16	0	0	0	36	20	0	0	0	0	0	0	0
Verigalitha's Coat of Wretchedness	57	Chest	6	17	0	0	0	32	20	0	12	0	0	0	9	0
Deyanantha's Tunic of Wretchedness	57	Chest	0	0	8	17	0	26	34	0	9	0	0	6	0	0
Naga Scaled Sabatons	57	Feet	0	12	14	0	0	35	25	0	0	0	0	8	6	0
Ring of Giant's Power	57	Fingers	17	0	15	0	0	28	30	0	0	0	0	0	12	0
Wretched Bracers of the Harpies	57	Forearms	5	8	10	0	0	25	25	0	0	8	0	0	0	10
Argamanth's Vambraces of the Seas	57	Forearms	0	0	12	10	0	28	24	0	0	8	0	0	0	10
Vambraces of Piety	57	Forearms	8	0	0	17	0	20	34	0	0	12	0	0	0	6
Wristguards of the Nightwalker	57	Forearms	9	17	9	0	0	50	30	0	0	12	0	0	0	0
Kromtarr Guard Gauntlets	57	Hands	12	0	7	0	0	32	22	0	10	0	0	10	0	0
Cap of Opposing Sanity	57	Head	0	0	8	0	12	35	17	0	0	0	0	5	15	0
Dark Greaves of Rage	57	Legs	9	0	12	0	0	40	18	10	0	0	0	0	0	10
Master's Pants	57	Legs	0	12	7	0	0	34	20	12	0	0	0	0	0	8
Bleeding Edge of Mar'Tuk	57	Weapon	15	0	12	0	0	50	0	0	0	0	0	0	0	0
Cuirass of the Daywalker	58	Chest	15	0	15	0	0	50	40	0	0	0	0	12	0	0
Pearl Ring of Admiral Marcus	58	Fingers	17	17	0	0	7	32	32	0	0	0	0	0	0	0
Vambraces of the Sandcrawler	58	Forearms	0	0	10	17	0	0	52	0	0	0	9	0	0	8
Seer's Cap	58	Head	0	0	6	0	12	16	40	0	0	10	0	0	10	0
Kromtarr Guard Greaves	58	Legs	14	0	14	0	0	25	25	7	0	0	0	0	0	10
Jade Lotus Necklace	58	Neck	0	0	0	17	0	0	56	0	12	0	0	0	0	12
Pauldrons of the Isangoma	58	Shoulders	0	0	12	12	0	18	36	5	0	0	10	0	0	0
Master's Mantle	58	Shoulders	8	17	0	0	0	36	18	9	0	0	9	0	0	0

SCORNFEATHER ROOST

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Urz Fang Hoop	53	Ears	12	0	0	0	0	45	40	0	5	0	0	0	0	8
Hollow Bone Necklace	53	Neck	0	7	7	12	0	20	35	7	7	0	0	0	0	0
Black Feather Pauldrons	53	Shoulders	0	0	11	12	0	40	29	8	0	0	0	0	0	0
Dustbone Bracer	54	Forearms	5	8	0	14	0	20	31	0	0	7	0	0	0	6
Ish'Urz Render	54	Weapon	10	10	0	0	0	32	31	0	0	0	0	0	0	0
Serpentine Band	55	Fingers	8	5	8	0	0	40	33	0	0	0	0	0	0	10
Helm of Fervor	55	Head	0	0	0	14	0	25	40	0	0	13	0	0	6	0
Crown of Scorn	56	Head	10	0	15	0	0	30	25	0	0	5	0	0	8	0
Ironfeather Leggings	56	Legs	0	11	11	0	0	25	26	8	0	0	0	0	0	10
Mystic Snakeskin Belt	56	Waist	0	12	5	5	0	38	32	0	0	0	0	0	0	10
Pale Bone Skewer	56	Weapon	10	10	0	0	0	33	30	0	0	0	0	0	0	0
Ish'Urz Reaver	57	Weapon	12	10	5	0	0	60	40	0	0	0	0	0	0	0

SINKING SANDS

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Navigator's Cord	41	Waist	0	6	6	0	12	0	34	0	0	0	0	10	0	0
Plundered Pauldrons	42	Shoulders	4	0	7	0	0	27	22	5	0	0	9	0	0	0
Mythwail's Mantle	42	Shoulders	0	12	6	0	0	22	20	7	0	0	5	0	0	0
Venom Glazed Earrings	43	Ears	9	0	9	0	0	18	15	0	0	0	0	0	0	15
High Seas Handguards	43	Hands	8	8	0	0	0	27	20	0	8	0	5	0	0	0
Sunlord's Skullcap	43	Head	0	0	3	9	0	19	30	0	0	7	0	0	6	0
Graveyard Greaves	43	Legs	8	0	8	0	0	20	15	10	0	0	0	0	0	10
Staff of Samiel	43	Weapon	0	0	5	12	0	12	33	0	0	0	0	0	0	0
Smashboot Ring	44	Fingers	0	6	8	9	0	24	20	0	0	0	0	8	0	0
Bracers of the Hullcrusher	44	Forearms	0	8	8	0	0	22	16	6	0	0	0	0	0	7
Handguards of Shifting Sands	44	Hands	0	0	6	9	0	25	20	7	0	0	8	0	0	0
Grimleech's Gauntlets	44	Hands	7	0	8	0	0	27	20	0	10	0	5	0	0	0
Impact Mitts	44	Hands	0	0	6	0	12	0	36	0	10	0	10	0	0	0
Crown of Thought	44	Head	0	0	8	11	0	18	23	0	0	5	0	0	5	0
Pantaloons of Sandstorms	44	Legs	0	0	7	0	10	14	23	0	5	0	0	5	0	5
Parched Pants	44	Legs	0	9	6	0	0	31	10	6	0	0	0	0	0	11
Caimen Claw Choker	44	Neck	0	0	6	10	0	20	23	0	8	0	0	0	0	7
Sash of the Albino	44	Waist	8	0	8	0	0	24	19	0	6	0	0	0	0	6
High Seas Stompers	45	Feet	0	8	0	0	8	20	25	0	0	5	0	6	0	0
Sandals of the Rising Sun	45	Feet	0	13	0	0	0	27	20	0	4	0	9	0	0	0
Ring of the Albino	45	Fingers	5	10	5	0	0	22	23	0	0	10	0	0	0	0
Navigator's Gloves	45	Hands	0	0	5	0	9	15	29	0	0	6	0	0	6	0
Gloves of Devotion	45	Hands	0	0	6	8	0	16	34	0	6	0	9	0	0	0
Smashboot Leggings	45	Legs	6	10	0	0	0	28	16	9	0	0	0	0	0	9
Mantle of Influence	45	Shoulders	0	4	0	8	0	20	26	0	0	8	0	0	10	0
Spatterfang	45	Weapon	8	11	0	0	0	25	16	0	0	0	0	0	0	0
Bracelet of the Shoreguard	45	Wrist	7	7	7	0	0	20	20	0	8	0	0	8	0	0
Band of Sul'Dath	46	Fingers	0	8	9	0	0	25	25	12	0	0	0	0	0	0
Impact Gussets	46	Forearms	6	0	12	0	3	20	20	0	0	6	0	0	0	6
Bracers of Sunbeams	46	Forearms	0	7	0	10	0	18	28	0	0	0	0	8	8	0
Vambraces of the Herald	46	Forearms	0	0	0	14	0	25	25	0	0	8	0	0	0	10
Spiked Grips	46	Hands	10	8	0	0	0	28	20	0	12	0	0	0	0	0
Gauntlets of the Matriarch	46	Hands	6	0	0	12	0	20	30	0	7	0	6	0	0	0
Helm of the Herald	46	Head	0	6	0	10	0	20	30	0	0	8	0	0	5	0
Circlet of Bones	46	Head	0	4	0	0	10	10	34	0	0	10	0	0	10	0
Graveward Pantaloons	46	Legs	0	6	0	0	12	10	40	8	0	0	0	0	0	6
Bone Plated Greaves	46	Legs	10	6	0	0	0	30	26	6	0	0	0	0	0	9
Ghoulish Spalders	46	Shoulders	7	0	10	0	0	21	24	5	0	0	6	0	0	0
Ironwood Spaulders	46	Shoulders	4	0	10	0	0	35	15	9	0	0	9	0	0	0
Sun Baked Gussets	47	Forearms	6	0	10	0	0	30	20	0	0	8	8	0	0	0
Coif of the Enforcer	47	Head	4	0	0	10	0	22	30	0	0	8	0	0	5	0
Helm of the Clouded Memories	47	Head	0	0	0	14	0	15	26	0	0	11	0	0	11	0
Graveward Choker	47	Neck	0	5	0	0	12	21	33	0	0	0	0	10	0	0
Crocodile Skin Shoulder Pads	47	Shoulders	0	0	6	10	0	23	29	8	0	0	0	7	0	0
Harbinger Shoulder Pads	47	Shoulders	0	0	8	12	0	15	35	6	0	0	6	0	0	0

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SINKING SANDS (CONTINUED)

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Pauldrons of the Matriarch	47	Shoulders	0	0	7	14	0	18	32	6	0	0	0	7	0	0
Sundered Leather Belt	47	Waist	0	0	7	11	0	16	26	0	7	0	0	0	0	7
Sweeper	47	Weapon	10	0	10	0	0	30	14	0	0	0	0	0	0	0
Harbinger Hammer	47	Weapon	5	0	0	12	0	20	26	0	0	0	0	0	0	0
Sundered Golden Bracelet	47	Wrist	0	0	5	0	10	10	32	0	0	8	0	0	0	12
Poison Dipped Bracelet	47	Wrist	7	10	7	0	0	30	10	0	0	0	0	0	0	15
Cuirass of the Banished	48	Chest	10	8	10	0	0	29	10	0	0	0	0	12	0	0
Ironwood Sabatons	48	Feet	8	0	12	0	0	32	10	0	0	0	0	8	5	0
Ring of the Banished	48	Fingers	0	0	8	15	0	27	28	0	0	0	0	7	0	0
Enforcer Vambraces	48	Forearms	0	0	6	10	0	10	22	0	0	8	0	8	0	8
Deathweave Cuffs	48	Forearms	0	0	6	0	10	0	40	0	0	10	0	0	0	10
Tomb Watcher Wristguards	48	Forearms	0	5	0	11	0	12	31	0	0	11	0	0	0	8
Proselyte Vambraces	48	Forearms	3	0	0	12	0	28	26	0	0	6	0	0	0	9
Gauntlets of the Sweeper	48	Hands	7	0	8	0	0	25	25	0	6	0	0	7	0	0
Gauntlets of the Proselyte	48	Hands	0	0	5	9	0	18	30	0	8	0	8	0	0	0
Sawgrin Mitts	48	Hands	0	0	0	0	14	15	28	0	11	0	10	0	0	0
Scorched Mitts	48	Hands	0	0	4	0	12	10	40	0	3	0	15	0	0	0
Caimen Tooth Tiara	48	Head	9	0	9	0	0	22	22	0	0	8	0	0	6	0
Ram Skull Coif	48	Head	0	7	8	0	0	28	24	0	0	9	0	0	6	0
Tomb Guardian Greaves	48	Legs	12	6	0	0	0	34	15	10	0	0	0	0	0	7
Mantle of Devotion	48	Shoulders	0	6	0	12	0	20	30	6	0	0	8	0	0	0
Pauldrons of Girth	48	Shoulders	0	0	8	12	0	20	31	6	0	0	8	0	0	0
Poison Dipped Belt	48	Waist	0	0	8	12	0	20	20	0	0	0	0	0	0	16
Tomb Watcher Boots	49	Feet	5	9	0	0	5	25	18	0	0	0	0	8	8	0
Bone Dust Slippers	49	Feet	0	6	0	0	12	10	30	0	0	0	0	14	7	0
Blademaster Gussets	49	Forearms	0	14	8	0	0	34	15	0	0	6	0	0	0	6
Pit Fighter Pants	49	Legs	0	9	9	0	0	20	20	8	0	0	0	0	0	10
Greaves of Quicksand	49	Legs	12	0	8	0	0	30	14	7	0	0	0	0	0	8
Pit Fighter Spaulders	49	Shoulders	14	0	11	0	0	26	14	7	0	0	7	0	0	0
Bardiche of the Shoreguard	49	Weapon	11	5	11	0	0	46	20	0	0	0	0	0	0	0
Greatstaff of Clouded Memories	49	Weapon	8	0	10	15	0	20	50	0	0	0	0	0	0	0
Blademaster's Shredder	49	Weapon	12	14	0	0	0	23	20	0	0	0	0	0	0	0
Enchanted Stone Bracelet	49	Wrists	0	6	0	0	10	15	29	0	0	9	9	0	0	0
Captain's Cuirass	50	Chest	11	0	0	9	0	20	19	8	0	0	0	9	0	0
Bone Plated Sabatons	50	Feet	7	0	9	0	0	34	10	0	0	0	0	8	0	10
Desert Mist Bracers	50	Forearms	6	14	0	0	0	30	17	0	0	8	8	0	0	0
Gauntlets of Girth	50	Hands	0	0	12	10	0	29	10	0	7	0	8	0	0	0
Twin Tears Gloves	50	Hands	11	11	0	0	0	21	21	0	9	0	7	0	0	0
Tomb Guardian Barbute	50	Head	6	0	12	0	0	36	15	0	0	8	0	0	8	0
Tomb Guardian Leggings	50	Legs	6	14	0	0	0	28	21	8	0	0	0	0	0	7
Tomb Guardian Necklace	50	Neck	0	0	10	0	12	15	30	0	0	10	0	6	0	0
Deathweave Cowl	50	Shoulders	0	0	8	0	12	10	32	9	0	0	9	0	0	0
Captain's Spaulders	50	Shoulders	9	0	9	0	0	30	21	8	0	0	8	0	0	0
Desert Mist Mantle	50	Shoulders	6	12	0	0	0	25	18	8	0	0	9	0	0	0

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Tomb Watcher War Axe	50	Weapon	12	5	9	0	0	33	0	0	0	0	0	0	0	0
Tomb Watcher Earrings	51	Ears	0	0	0	0	12	15	38	0	10	0	0	0	9	0
Blood Drenched Boots	51	Feet	0	12	6	0	6	22	19	0	0	0	0	9	8	0
Desert Goblin Totem	51	Secondary	0	12	8	0	15	20	31	0	0	0	0	0	0	0
Senusret Sticker	51	Weapon	9	12	0	0	5	19	24	0	0	0	0	0	0	0
Cuirass of the Overguard	52	Chest	12	0	9	0	0	29	22	0	8	0	0	7	0	0
Coif of Senusret	52	Head	0	12	5	0	5	22	19	0	0	8	0	0	8	0
Orb of the Overguard	52	Secondary	0	12	6	0	12	24	35	0	0	0	0	0	0	0
Mantle of Meathooks	52	Shoulders	0	8	12	0	0	25	18	9	0	0	8	0	0	0
Araneae Tower Shield	57	Secondary	15	10	15	0	0	56	34	0	0	0	0	0	0	0
Desert Skewer	57	Weapon	12	16	0	0	0	50	26	0	0	0	0	0	0	0

THE CAVE OF KNOWLEDGE

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Xin Hao's Crushing Sabatons	53	Feet	9	0	0	0	0	57	40	0	0	0	0	12	0	0
Vambraces of Adherence	54	Forearms	0	10	0	7	0	49	32	12	0	0	0	0	0	0
Blighted Tome of the Sagacious	54	Secondary	0	10	0	0	15	35	50	0	0	0	0	0	0	0
Sandals of Drifting Sand	55	Feet	0	7	7	0	0	48	35	0	0	0	10	0	0	0
Cabasset of Omnushan	55	Head	0	8	0	8	0	30	45	0	0	12	0	0	0	0
Cinch of the Disciples	55	Waist	10	0	0	10	0	30	45	0	10	0	0	0	0	0
Belt of Serpentine Knowledge	55	Waist	0	8	0	8	0	35	52	0	0	0	0	0	0	12
Wand of Evocation	55	Weapon	0	8	0	0	10	30	45	0	0	0	0	0	0	0
Boots of the Viper	56	Feet	9	0	9	0	0	20	45	0	0	0	0	0	0	15
Gloves of Clear Sight	56	Hands	0	0	10	0	0	28	55	0	0	0	6	6	6	0
Xin Hao's Mask of Power	56	Head	0	0	0	8	0	40	55	0	0	0	0	0	10	0
Silent Sting	56	Weapon	10	0	0	8	0	45	30	0	0	0	0	0	0	0

THE CLEFTS OF RUJARK

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Granite Ring	47	Fingers	8	0	10	0	0	35	27	0	0	0	10	0	0	0
Handwraps of the Caller	47	Hands	8	8	0	0	0	25	40	0	8	0	0	0	0	0
Heavy Horned Barbute	47	Head	12	0	0	0	0	55	25	0	0	7	0	0	0	0
Rujarkian Chain Leggings	47	Legs	0	5	8	0	0	20	46	0	0	0	0	0	10	0
Cleftwatcher Boots	48	Feet	10	0	0	0	0	24	55	0	0	0	10	0	0	0
Cackler Hide Gloves	48	Hands	5	0	0	0	9	25	45	0	10	0	0	0	0	0
Crimson Cowl	48	Shoulders	0	8	0	0	8	20	40	0	0	0	0	10	0	0
Cleftwalker Mantle	48	Shoulders	8	0	9	0	0	25	43	0	0	0	8	0	0	0
Marrowjaw's Fang	48	Weapon	0	0	0	0	8	20	49	0	0	0	0	0	0	0
Earthfury Bracers	49	Forearms	0	10	0	8	0	40	30	0	0	0	10	0	0	0
Rujarkian Chain Coif	49	Head	7	0	0	7	0	35	18	8	0	0	8	0	0	0
Archaist Waist Wrap	49	Waist	0	5	5	0	5	25	45	0	0	6	0	0	0	0
Rujarkian Steel Axe	49	Weapon	11	0	0	12	0	50	30	0	0	0	0	0	0	0
Rujarkian Heavy Bracers	50	Forearms	0	10	0	0	0	45	22	0	0	0	0	0	0	15
Deadmind Cuffs	50	Forearms	0	0	12	0	8	45	25	10	0	0	0	0	0	0

table continued on next page



THE CLEFTS OF RUJARK (CONTINUED)

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Bloodstained Gauntlets	50	Hands	0	8	12	0	0	25	42	0	6	0	0	0	0	0
Thul's Necklace of Triumph	50	Neck	0	0	0	8	8	28	45	0	10	0	0	0	0	0
Rujark Reckoner	50	Secondary	0	0	0	12	10	34	50	0	0	0	0	0	0	0
Shoulder Pads of Midnight	50	Shoulders	10	0	0	5	0	40	28	0	0	0	0	0	0	10
Bloodthirst Mantle	50	Shoulders	8	10	0	0	0	25	45	0	0	8	0	0	0	0
Hyena Hide Mantle	50	Shoulders	0	0	8	0	10	46	25	0	0	0	0	6	0	0
Rujarkian Woven Gi	51	Chest	9	9	0	0	0	29	45	0	0	8	0	0	0	0
Elementalist Band	51	Fingers	0	0	0	7	7	25	45	0	0	0	15	0	0	0
Earthfury Gauntlets	51	Hands	6	0	0	9	0	22	50	0	0	0	8	0	0	0
Cadaverous Cap	51	Head	0	0	10	0	8	46	20	0	8	0	0	0	0	6
Black Bone Necklace	51	Neck	0	0	0	10	10	27	35	0	0	0	12	0	0	0
Shield of Sanctuary	51	Secondary	8	0	0	12	0	25	45	0	0	0	0	0	0	5
Savage Pauldrons	51	Shoulders	10	0	0	0	12	21	45	0	0	10	0	0	0	0
Blackened Steel Poleaxe	51	Weapon	0	8	8	0	0	68	35	0	0	0	0	0	0	0
Necrotic Tunic	52	Chest	0	5	0	0	10	15	45	0	8	0	0	0	0	8
Battle Fervor Boots	52	Feet	0	6	0	10	8	35	25	0	5	0	0	0	0	0
Barbute of Holy Zeal	52	Head	0	8	10	0	0	21	45	0	8	0	0	0	0	0
Nazgoth's Instinct	52	Head	0	0	0	10	8	25	35	0	0	0	0	0	0	13
Black Runed Pants	52	Legs	0	0	0	6	10	30	46	0	0	0	0	0	7	0
Zek's Burden	52	Shoulders	0	0	8	0	0	55	35	0	10	0	0	0	0	0
Crackling Arcane Belt	52	Waist	0	0	0	0	10	25	63	0	0	0	0	10	0	0
Arcanic Adept Belt	52	Waist	0	0	0	10	10	21	51	0	0	0	0	11	0	0
Blood Iron Bracelet	52	Wrists	0	0	10	0	10	25	55	0	0	0	7	0	0	0
Reinforced Rujarkian Breastplate	53	Chest	0	0	12	8	0	55	25	0	0	0	0	5	0	0
Adept Boots	53	Feet	0	8	0	0	8	45	25	0	0	10	0	0	0	0
Dogmatic Boots	53	Feet	10	0	0	6	0	48	26	8	0	0	0	0	0	0
Castigator Treads	53	Feet	0	12	0	0	0	49	25	8	0	0	8	0	0	0
Conqueror Gauntlets	53	Hands	0	10	8	0	0	45	25	0	0	0	0	8	0	0
Sand Stalker Legguards	53	Legs	0	10	0	8	0	35	45	7	0	0	0	0	0	0

THE COURT OF AL'AFAZ

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Cord of Ethereallness	54	Waist	8	0	0	8	0	37	55	0	0	0	0	8	8	0
Crest of Forewarning	55	Head	0	0	6	0	12	25	49	0	0	10	0	0	10	0
Sacred Prismatic Legplates	55	Legs	8	0	8	4	0	45	35	0	0	0	15	0	0	0
Sun Kissed Bracers	56	Forearms	0	0	0	16	0	40	50	0	8	0	0	8	0	0
Gem Encrusted Gauntlets	56	Hands	10	0	8	0	0	36	44	10	0	0	0	0	0	9
Necklace of Forgotten Wishes	56	Neck	0	8	0	0	8	20	50	0	0	10	0	12	0	0
Vestments of the Archmagus	57	Chest	0	0	0	0	14	25	45	0	0	10	8	8	0	0
Band of Solitude	57	Fingers	8	10	0	0	0	35	15	0	0	10	0	0	0	20
Flared Royal Bracers	57	Forearms	0	8	0	0	5	45	35	8	8	8	0	0	0	0
Sacred Prismatic Gauntlets	57	Hands	8	0	8	13	0	25	41	0	0	0	0	8	0	0
Gloves of the Trickster	57	Hands	8	10	8	0	0	30	34	0	0	0	0	0	14	0

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Barbute of the Djinn	57	Head	10	7	8	0	0	45	25	0	0	0	0	10	0	0
Leggings of Silvershadow	57	Legs	8	14	0	0	0	37	37	9	0	9	0	0	0	0
Mantle of Brilliance	57	Shoulders	8	10	0	0	0	30	40	0	0	12	0	0	7	0
Gem Encrusted Sabatons	58	Feet	10	0	0	8	0	47	35	9	0	0	0	0	0	9
Gem Encrusted Gussets	58	Forearms	8	0	8	12	0	45	17	0	9	0	0	0	0	9
Whispersong Wristguards	58	Forearms	0	0	12	14	0	20	50	0	0	16	0	0	0	0
Ancient True Silver Gauntlets	58	Hands	0	0	6	9	0	30	36	0	12	0	0	0	0	12
Flame Etched Gloves	58	Hands	14	10	0	0	0	55	25	0	0	5	0	0	8	0
Spaulders of Earthen Might	58	Shoulders	12	0	10	0	0	48	20	8	0	0	8	0	0	0
Patternspinner	58	Weapon	0	0	7	10	0	34	40	0	0	0	0	0	0	0
Regal Opulent Bracelet	58	Wrists	0	0	12	10	0	40	50	0	0	0	8	0	0	0
Flared Royal Cuffs	59	Forearms	0	0	0	0	8	10	38	10	10	10	10	0	0	0
Flame Etched Bracers	59	Forearms	0	12	10	0	0	30	44	13	0	0	0	0	0	0

THE GATES OF AHKET AKEN

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Coif of the Tracker	54	Head	0	9	0	0	4	40	30	0	0	10	0	12	0	0
Gloves of the Dark Disciple	55	Hands	10	5	0	0	0	40	30	0	14	0	6	0	0	0
Rune Stitched Cap	55	Head	0	0	4	0	10	25	45	0	0	9	0	12	0	0
Pauldrons of Undeath	55	Shoulders	0	0	0	14	0	40	50	14	0	0	4	0	0	0
Adjudicators Robe	56	Chest	0	0	0	0	12	35	45	0	6	0	0	12	0	0
Boots of Stilled Whispers	56	Feet	0	15	0	0	0	50	40	0	0	0	0	5	12	0
Sandals of the Dark Disciple	56	Feet	12	7	0	0	0	40	40	0	0	0	0	11	7	0
Ring of Dark Knowledge	56	Fingers	0	0	0	15	0	40	40	0	5	0	5	0	15	0
Dark League Leggings	56	Legs	5	10	0	0	0	40	36	7	0	0	0	0	0	10
Breeches of Solitude	56	Legs	7	0	8	0	0	40	30	6	0	0	0	0	0	14
Bile Coated Leggings	56	Legs	0	0	8	12	0	40	40	6	0	0	0	0	0	11
Earrings of Divination	57	Ears	0	0	6	0	14	30	50	0	4	10	0	6	0	0
Magus Channeled Slippers	57	Feet	0	0	0	0	12	34	50	0	0	0	0	10	6	0
Dark League Gloves	57	Hands	5	12	0	0	0	40	40	0	12	0	8	0	0	0
Helmet of Ahk Atum	57	Head	0	0	0	11	0	40	50	0	0	10	0	4	0	0
Coif of Eternal Night	57	Head	0	14	0	0	0	50	40	0	0	6	0	0	12	0
Blighted Ivy Skullcap	57	Head	0	0	0	14	0	40	50	0	0	7	0	11	0	0
Foreman's Leggings	57	Legs	0	10	6	0	0	35	35	10	0	0	0	0	0	9
Scarab Etched Greaves	57	Legs	10	0	12	0	0	40	30	10	0	0	0	0	0	10
Ethereal Arm Wraps	58	Forearms	0	9	0	0	12	22	50	0	0	14	0	0	0	6
Gauntlets of Righteous Scorn	58	Hands	5	0	0	10	0	40	40	0	11	0	11	0	0	0
Divine Cincture	58	Waist	0	0	0	15	0	40	50	0	0	10	0	5	0	5
Jagged Ebony Shard	58	Weapon	15	7	0	0	0	40	40	0	0	0	0	0	0	0

THE HIDDEN CACHE

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Murkwater Spaulders	50	Shoulders	0	0	7	0	8	27	45	8	0	0	0	0	0	0
Murkwater Cuirass	51	Chest	11	0	0	0	0	50	30	12	0	0	0	0	0	0
Mantle of Subjugation	51	Shoulders	0	7	0	8	0	35	41	0	0	0	0	8	0	0
Blessed Crusader's Breastplate	52	Chest	0	0	8	8	8	30	20	0	8	0	0	0	0	8
Earring of Flowing Sand	52	Ears	0	0	5	9	0	30	46	0	0	0	8	0	0	0
Cold Fire Handguards	52	Hands	0	8	0	7	0	30	46	0	0	0	10	0	0	0
Necklace of the Mastermind	52	Neck	8	0	0	0	8	20	66	0	0	0	0	0	9	0
Bracelet of Legerdemain	52	Wrists	12	0	0	8	0	35	46	0	0	0	0	0	9	0
Cold Fire Chestguard	53	Chest	8	0	0	8	0	35	45	0	0	0	9	0	0	0
Runic Darksteel Gussets	53	Forearms	8	0	0	0	8	45	25	0	0	10	0	0	0	0
Gloves of the Sneak	53	Hands	0	8	0	0	0	49	30	8	0	0	8	0	0	0
Silverlined Breeches of the Mastermind	53	Legs	0	0	6	0	10	23	55	0	0	0	0	0	8	0
Runic Darksteel Spaulders	55	Shoulders	0	8	8	0	0	30	50	0	12	0	0	0	0	0
Runic Darksteel Greaves	57	Legs	5	0	10	0	0	55	35	0	0	12	0	0	0	0

THE SANCTORIUM

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Arm Guards of Lei Wu Luong	47	Forearms	0	8	0	3	0	35	55	0	0	0	0	0	0	0
Barbute of Conquerors	47	Head	10	0	8	0	0	30	15	8	0	8	0	0	0	0
Gloves of the Arch Magus	48	Hands	0	0	0	0	8	24	50	0	0	0	12	0	0	0
Noxious Greaves	48	Legs	12	0	12	0	0	40	24	0	0	0	0	0	0	0
Shawl of the Arch Magus	48	Shoulders	0	0	0	0	12	20	54	0	0	0	0	10	0	0
Bracers of the Tracker	49	Forearms	6	10	0	0	0	40	20	0	0	0	0	0	0	10
Gauntlets of the Crypt Fiend	49	Hands	8	0	0	0	10	36	20	0	8	0	0	0	0	0
Gloves of the Storyteller	49	Hands	0	8	0	0	5	27	45	0	0	10	0	0	0	0
Gloves of Remembrance	49	Hands	0	0	8	10	0	21	45	0	0	8	0	0	0	0
Leggings of Balance	51	Legs	5	5	0	0	0	27	40	8	0	0	8	0	0	0

TIPPLE'S FOCUS

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Glimmering Diamond Earring	43	Ears	0	3	0	0	8	20	40	0	7	0	0	0	0	0
Belt of Woven Screams	43	Waist	0	10	0	0	0	31	25	0	0	0	0	5	0	5
Dreadrage	43	Weapon	13	0	0	0	0	30	20	0	0	0	0	0	0	0
Dagger of Watchful Eyes	44	Weapon	0	0	0	0	8	20	40	0	0	0	0	0	0	0
Tome of Dark Deeds	47	Secondary	0	7	0	0	9	30	50	0	0	0	0	3	0	0
Staff of Watchful Eyes	47	Weapon	0	0	0	0	12	26	40	0	0	0	0	0	0	0
Bloody Hoop	48	Ears	6	0	6	0	0	35	25	0	7	7	0	0	0	0
Glimmering Emerald Bracelet	48	Wrists	0	5	0	8	0	25	35	7	0	0	0	0	6	0
Hoop of Primal Knowledge	53	Ears	0	0	6	7	0	35	35	0	7	0	0	10	0	0
Cuffs of Woven Screams	53	Forearms	0	9	0	0	9	30	40	0	0	5	0	0	0	8
Silvered Mace of Deceit	53	Weapon	5	9	0	0	0	40	30	0	0	0	0	0	0	0

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Screamweaver	53	Weapon	0	8	6	0	14	48	50	0	0	0	0	0	0	0
Glimmering Ruby Necklace	54	Neck	0	8	8	0	0	40	35	7	0	0	0	0	0	7
Silvered Shield of Deceit	54	Secondary	0	10	10	0	0	50	45	0	0	0	0	0	4	0
Silvered Falchion of Deceit	54	Weapon	9	8	0	0	0	40	30	0	0	0	0	0	0	0
Horror Guard	55	Secondary	0	0	10	12	0	45	50	0	0	2	0	0	0	0

VAULT OF DUST

Name	Level	Slot	STR	AGI	STA	WIS	INT	HP	PP	Resist Cold	Resist Disease	Resist Divine	Resist Heat	Resist Magic	Resist Mental	Resist Poison
Vertebrae Ring	47	Fingers	10	0	14	0	0	31	20	0	0	0	0	11	0	0
Ardent Legguards	47	Legs	0	0	0	14	0	25	36	8	0	0	0	0	0	7
Dustforged Chainmail Vest	48	Chest	0	14	7	0	0	25	20	0	7	0	0	6	0	0
Phantasmal Leggings	49	Legs	0	12	12	0	0	20	31	10	0	0	0	0	0	0
Rujarkian Light Steel Boots	50	Feet	0	8	0	12	0	20	29	0	0	0	0	6	6	0
Bonekeeper Bracelet	51	Wrists	0	7	11	0	0	30	23	0	0	8	0	0	0	5

TRADE SKILLS

NOTE

The following tables break down all of the level 50+ Trade Skills introduced in *Desert of Flames* by skill category.

NOTE

BC1 and BC2 stands for Build Component 1 and Build Component 2.

ALCHEMY

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Amaranth Mixture	Common	50	Refine	Chemistry Table	Raw Amaranth	Aerated Mineral Water	–	Coarse Amaranth Mixture	Mediocre Amaranth Mixture	Amaranth Mixture	Unblemished Amaranth Mixture
Ardent Dye	Common	50	Interim	Chemistry Table	Refined Unodecanoid	Meso Wash	–	Crude Ardent Dye	Shaped Ardent Dye	Ardent Dye	Pristine Ardent Dye
Ardent Ink	Common	50	Interim	Chemistry Table	Ardent Dye	Meso Wash	–	Crude Ardent Ink	Shaped Ardent Ink	Ardent Ink	Pristine Ardent Ink
Chamomile Mixture	Common	50	Refine	Chemistry Table	Raw Chamomile	Aerated Mineral Water	–	Coarse Chamomile Mixture	Mediocre Chamomile Mixture	Chamomile Mixture	Unblemished Chamomile Mixture
Date Mixture	Common	50	Refine	Chemistry Table	Raw Date	Aerated Mineral Water	–	Coarse Date Mixture	Mediocre Date Mixture	Date Mixture	Unblemished Date Mixture
Essence of Abuse (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Abuse (Apprentice II)	Abuse (Apprentice III)	Abuse (Apprentice IV)	Abuse (Apprentice IV)
Essence of Agitate Spirit (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Agitate Spirit (Apprentice II)	Agitate Spirit (Apprentice III)	Agitate Spirit (Apprentice IV)	Agitate Spirit (Apprentice IV)
Essence of Blasphemy (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Blasphemy (Apprentice II)	Blasphemy (Apprentice III)	Blasphemy (Apprentice IV)	Blasphemy (Apprentice IV)
Essence of Blast (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Blast (Apprentice II)	Blast (Apprentice III)	Blast (Apprentice IV)	Blast (Apprentice IV)

Table continued on next page

ALCHEMY (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Essence of Decree (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Decree (Apprentice II)	Decree (Apprentice II)	Decree (Apprentice III)	Decree (Apprentice IV)
Essence of Despoiling Mist (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Despoiling Mist (Apprentice II)	Despoiling Mist (Apprentice II)	Despoiling Mist (Apprentice III)	Despoiling Mist (Apprentice IV)
Essence of Fearsome Shout (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Fearsome Shout (Apprentice II)	Fearsome Shout (Apprentice II)	Fearsome Shout (Apprentice III)	Fearsome Shout (Apprentice IV)
Essence of Flying Dragon (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Flying Dragon (Apprentice II)	Flying Dragon (Apprentice II)	Flying Dragon (Apprentice III)	Flying Dragon (Apprentice IV)
Essence of Guardian Sphere (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Guardian Sphere (Apprentice II)	Guardian Sphere (Apprentice II)	Guardian Sphere (Apprentice III)	Guardian Sphere (Apprentice IV)
Essence of Instill Panic (Apprentice)	Common	50	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Instill Panic (Apprentice II)	Instill Panic (Apprentice II)	Instill Panic (Apprentice III)	Instill Panic (Apprentice IV)
Essence of Pious Aid (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Pious Aid (Apprentice II)	Pious Aid (Apprentice II)	Pious Aid (Apprentice III)	Pious Aid (Apprentice IV)
Essence of Protect (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Protect (Apprentice II)	Protect (Apprentice II)	Protect (Apprentice III)	Protect (Apprentice IV)
Essence of Quarrel (Apprentice)	Common	50	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Quarrel (Apprentice II)	Quarrel (Apprentice II)	Quarrel (Apprentice III)	Quarrel (Apprentice IV)
Essence of Rampage (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Rampage (Apprentice II)	Rampage (Apprentice II)	Rampage (Apprentice III)	Rampage (Apprentice IV)
Essence of Savage Blows (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Savage Blows (Apprentice II)	Savage Blows (Apprentice II)	Savage Blows (Apprentice III)	Savage Blows (Apprentice IV)
Essence of Silent Fist (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Silent Palm (Apprentice II)	Silent Palm (Apprentice II)	Silent Palm (Apprentice III)	Silent Palm (Apprentice IV)
Essence of Unbridled Fury (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Unbridled Fury (Apprentice II)	Unbridled Fury (Apprentice II)	Unbridled Fury (Apprentice III)	Unbridled Fury (Apprentice IV)
Essence of Wicked Coil (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Wicked Coil (Apprentice II)	Wicked Coil (Apprentice II)	Wicked Coil (Apprentice III)	Wicked Coil (Apprentice IV)
Essence of Zealous Preaching (Apprentice)	Common	50	Finish	Chemistry Table	Lac Ink	Supernal Suspension	Golgi Resin	Zealous Preaching (Apprentice II)	Zealous Preaching (Apprentice II)	Zealous Preaching (Apprentice III)	Zealous Preaching (Apprentice IV)
Foxglove Mixture	Common	50	Refine	Chemistry Table	Raw Foxglove	Aerated Mineral Water	—	Coarse Foxglove Mixture	Mediocre Foxglove Mixture	Unblemished Foxglove Mixture	
Meso Oil	Common	50	Refine	Chemistry Table	Raw Sandalwood	Liquid	—	Pristine Vial of Meso Oil	Pristine Vial of Meso Oil	Pristine Vial of Meso Oil	Pristine Vial of Meso Oil
Meso Resin	Common	50	Refine	Chemistry Table	Raw Succulent Root or Sandalwood	Liquid	—	Pristine Vial of Meso Resin	Pristine Vial of Meso Resin	Pristine Vial of Meso Resin	Pristine Vial of Meso Resin
Meso Wash	Common	50	Refine	Chemistry Table	Raw Succulent Roots	Liquid	—	Pristine Vial of Meso Wash	Pristine Vial of Meso Wash	Pristine Vial of Meso Wash	Pristine Vial of Meso Wash
Mezzolith Temper	Common	50	Refine	Chemistry Table	Raw Indium, Beryllium, or Nacre	Liquid	—	Pristine Vial of Mezzolith Temper	Pristine Vial of Mezzolith Temper	Pristine Vial of Mezzolith Temper	Pristine Vial of Mezzolith Temper
Mulberry Mixture	Common	50	Refine	Chemistry Table	Raw Mulberry	Aerated Mineral Water	—	Coarse Mulberry Mixture	Mediocre Mulberry Mixture	Mulberry Mixture	Unblemished Mulberry Mixture
Unodecanoid Reagent	Common	50	Refine	Chemistry Table	Raw Beryllium or Nacre	Meso Oil	—	Crude Vial of Unodecanoid Reagent	Shaped Vial of Unodecanoid Reagent	Vial of Unodecanoid Reagent	Pristine Vial of Unodecanoid Reagent
Valerian Root Mixture	Common	50	Refine	Chemistry Table	Raw Valerian Root	Aerated Mineral Water	—	Coarse Valerian Root Mixture	Mediocre Valerian Root Mixture	Valerian Root Mixture	Unblemished Valerian Root Mixture
Elixir of Arcane Protection	Common	51	Finish	Chemistry Table	Lustrous Glass Bottle	Chamomile Mixture	Ethereal Solution	Murky Elixir of Arcane Protection	Clouded Elixir of Arcane Protection	Elixir of Arcane Protection	Translucent Elixir of Arcane Protection

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Elixir of Elemental Awareness	Common	51	Finish	Chemistry Table	Lustrous Glass Bottle	Chamomile Mixture	Ethereal Solution	Murky Elixir of Elemental Awareness	Clouded Elixir of Elemental Awareness	Elixir of Elemental Awareness	Translucent Elixir of Elemental Awareness
Elixir of Noxious Awareness	Common	51	Finish	Chemistry Table	Lustrous Glass Bottle	Chamomile Mixture	Ethereal Solution	Murky Elixir of Noxious Awareness	Clouded Elixir of Noxious Awareness	Elixir of Noxious Awareness	Translucent Elixir of Noxious Awareness
Essence of Berserk Cry (Apprentice)	Common	51	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Berserk Cry (Apprentice III)	Berserk Cry (Apprentice III)	Berserk Cry (Apprentice III)	Berserk Cry (Apprentice IV)
Essence of Call to Honor (Apprentice)	Common	51	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Call to Honor (Apprentice III)	Call to Honor (Apprentice III)	Call to Honor (Apprentice III)	Call to Honor (Apprentice IV)
Essence of Call to War (Apprentice)	Common	51	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Call to War (Apprentice III)	Call to War (Apprentice III)	Call to War (Apprentice III)	Call to War (Apprentice IV)
Essence of Calm Tranquility (Apprentice)	Common	51	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Calm Tranquility (Apprentice III)	Calm Tranquility (Apprentice III)	Calm Tranquility (Apprentice III)	Calm Tranquility (Apprentice IV)
Essence of Stirring Cry (Apprentice)	Common	51	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Stirring Cry (Apprentice III)	Stirring Cry (Apprentice III)	Stirring Cry (Apprentice III)	Stirring Cry (Apprentice IV)
Essence of Unending Hunger (Apprentice)	Common	51	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Unending Hunger (Apprentice III)	Unending Hunger (Apprentice III)	Unending Hunger (Apprentice III)	Unending Hunger (Apprentice IV)
Soul Bane	Common	51	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Soul Bane	Middling Soul Bane	Soul Bane	Translucent Soul Bane
Spine Jolt	Common	51	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Spine Jolt	Middling Spine Jolt	Spine Jolt	Translucent Spine Jolt
Elixir of Invigoration	Common	52	Finish	Chemistry Table	Lustrous Glass Bottle	Mulberry Mixture	Ethereal Solution	Murky Elixir of Invigoration	Clouded Elixir of Invigoration	Elixir of Invigoration	Translucent Elixir of Invigoration
Elixir of Lucidity	Common	52	Finish	Chemistry Table	Lustrous Glass Bottle	Valerian Root Mixture	Ethereal Solution	Murky Elixir of Lucidity	Clouded Elixir of Lucidity	Elixir of Lucidity	Translucent Elixir of Lucidity
Essence of Barbarous Stomp (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Barbarous Stomp (Apprentice III)	Barbarous Stomp (Apprentice III)	Barbarous Stomp (Apprentice III)	Barbarous Stomp (Apprentice IV)
Essence of Blessing of the Celestial (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Blessing of the Celestial (Apprentice III)	Blessing of the Celestial (Apprentice III)	Blessing of the Celestial (Apprentice III)	Blessing of the Celestial (Apprentice IV)
Essence of Brutal Pledge (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Brutal Pledge (Apprentice III)	Brutal Pledge (Apprentice III)	Brutal Pledge (Apprentice III)	Brutal Pledge (Apprentice IV)
Essence of Call of Defense (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Call of Defense (Apprentice III)	Call of Defense (Apprentice III)	Call of Defense (Apprentice III)	Call of Defense (Apprentice IV)
Essence of Depraved Aura (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Depraved Aura (Apprentice III)	Depraved Aura (Apprentice III)	Depraved Aura (Apprentice III)	Depraved Aura (Apprentice IV)
Essence of Infernal Caress (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Infernal Caress (Apprentice III)	Infernal Caress (Apprentice III)	Infernal Caress (Apprentice III)	Infernal Caress (Apprentice IV)
Essence of Lunging Cobra (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Lunging Cobra (Apprentice III)	Lunging Cobra (Apprentice III)	Lunging Cobra (Apprentice III)	Lunging Cobra (Apprentice IV)
Essence of Righteous Crusade (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Righteous Crusade (Apprentice III)	Righteous Crusade (Apprentice III)	Righteous Crusade (Apprentice III)	Righteous Crusade (Apprentice IV)
Essence of Unforgiving Strike (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Unforgiving Strike (Apprentice III)	Unforgiving Strike (Apprentice III)	Unforgiving Strike (Apprentice III)	Unforgiving Strike (Apprentice IV)
Essence of Unnerve (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Unnerve (Apprentice III)	Unnerve (Apprentice III)	Unnerve (Apprentice III)	Unnerve (Apprentice IV)
Essence of War Call (Apprentice)	Common	52	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	War Call (Apprentice III)	War Call (Apprentice III)	War Call (Apprentice III)	War Call (Apprentice IV)
Festering Composite	Common	52	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Festering Composite	Middling Festering Composite	Festering Composite	Translucent Festering Composite
Stonehide Concoction	Common	52	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Stonehide Concoction	Clouded Stonehide Concoction	Stonehide Concoction	Translucent Stonehide Concoction

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Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Tenebrous Thorn	Common	52	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Tenebrous Thorn	Middling Tenebrous Thorn	Tenebrous Thorn	Translucent Tenebrous Thorn
Bite of the Shissar	Common	53	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Bite of the Shissar	Middling Bite of the Shissar	Bite of the Shissar	Translucent Bite of the Shissar
Elixir of Brawn	Common	53	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Elixir of Brawn	Clouded Elixir of Brawn	Elixir of Brawn	Translucent Elixir of Brawn
Elixir of Ingenuity	Common	53	Finish	Chemistry Table	Lustrous Glass Bottle	Valerian Root Mixture	Ethereal Solution	Murky Elixir of Ingenuity	Clouded Elixir of Ingenuity	Elixir of Ingenuity	Translucent Elixir of Ingenuity
Elixir of the Nimble	Common	53	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Elixir of the Nimble	Clouded Elixir of the Nimble	Elixir of the Nimble	Translucent Elixir of the Nimble
Essence of Destroy Will (Apprentice)	Common	53	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Destroy Will (Apprentice III)	Destroy Will (Apprentice III)	Destroy Will (Apprentice III)	Destroy Will (Apprentice IV)
Essence of Dire Smite (Apprentice)	Common	53	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Dire Smite (Apprentice III)	Dire Smite (Apprentice III)	Dire Smite (Apprentice III)	Dire Smite (Apprentice IV)
Essence of Flaming Lunge (Apprentice)	Common	53	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Flaming Lunge (Apprentice III)	Flaming Lunge (Apprentice III)	Flaming Lunge (Apprentice III)	Flaming Lunge (Apprentice IV)
Essence of Relentless Charge (Apprentice)	Common	53	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Relentless Charge (Apprentice III)	Relentless Charge (Apprentice III)	Relentless Charge (Apprentice III)	Relentless Charge (Apprentice IV)
Essence of Swooping Crane (Apprentice)	Common	53	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Swooping Crane (Apprentice III)	Swooping Crane (Apprentice III)	Swooping Crane (Apprentice III)	Swooping Crane (Apprentice IV)
Essence of Unyielding Battering (Apprentice IV)	Common	53	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Unyielding Battering (Apprentice III)	Unyielding Battering (Apprentice III)	Unyielding Battering (Apprentice III)	Unyielding Battering (Apprentice IV)
Ravaging Disruption	Common	53	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Ravaging Disruption	Middling Ravaging Disruption	Ravaging Disruption	Translucent Ravaging Disruption
Elixir of Insight	Common	54	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Elixir of Insight	Clouded Elixir of Insight	Elixir of Insight	Translucent Elixir of Insight
Elixir of Thistles	Common	54	Finish	Chemistry Table	Lustrous Glass Bottle	Amaranth Mixture	Ethereal Solution	Murky Elixir of Thistles	Clouded Elixir of Thistles	Elixir of Thistles	Translucent Elixir of Thistles
Essence of Ardent Sacrament (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian	Meso Resin Suspension	Ardent Sacrament (Apprentice III)	Ardent Sacrament (Apprentice III)	Ardent Sacrament (Apprentice III)	Ardent Sacrament (Apprentice IV)
Essence of Baleful Wrath (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Baleful Wrath (Apprentice III)	Baleful Wrath (Apprentice III)	Baleful Wrath (Apprentice III)	Baleful Wrath (Apprentice IV)
Essence of Battle Lust (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Battle Lust (Apprentice III)	Battle Lust (Apprentice III)	Battle Lust (Apprentice III)	Battle Lust (Apprentice IV)
Essence of Boulder Stance (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Boulder Stance (Apprentice III)	Boulder Stance (Apprentice III)	Boulder Stance (Apprentice III)	Boulder Stance (Apprentice IV)
Essence of Calloused Skin (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Calloused Skin (Apprentice III)	Calloused Skin (Apprentice III)	Calloused Skin (Apprentice III)	Calloused Skin (Apprentice IV)
Essence of Chaos (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Chaos (Apprentice III)	Chaos (Apprentice III)	Chaos (Apprentice III)	Chaos (Apprentice IV)
Essence of Commanding Aura (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Commanding Aura (Apprentice III)	Commanding Aura (Apprentice III)	Commanding Aura (Apprentice III)	Commanding Aura (Apprentice IV)
Essence of Deadly Spirit (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Deadly Spirit (Apprentice III)	Deadly Spirit (Apprentice III)	Deadly Spirit (Apprentice III)	Deadly Spirit (Apprentice IV)
Essence of Demonstration of Devotion (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Demonstration of Devotion (Apprentice III)	Demonstration of Devotion (Apprentice III)	Demonstration of Devotion (Apprentice III)	Demonstration of Devotion (Apprentice IV)
Essence of Heinous Blessing (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Heinous Blessing (Apprentice III)	Heinous Blessing (Apprentice III)	Heinous Blessing (Apprentice III)	Heinous Blessing (Apprentice IV)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Essence of Infernal Sacrament (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Infernal Sacrament (Apprentice III)	Infernal Sacrament (Apprentice III)	Infernal Sacrament (Apprentice III)	Infernal Sacrament (Apprentice IV)
Essence of Inner Calm (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Inner Calm (Apprentice III)	Inner Calm (Apprentice III)	Inner Calm (Apprentice III)	Inner Calm (Apprentice IV)
Essence of Perfect Strike (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Perfect Strike (Apprentice III)	Perfect Strike (Apprentice III)	Perfect Strike (Apprentice III)	Perfect Strike (Apprentice IV)
Essence of Quelling Blow (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Quelling Strike (Apprentice III)	Quelling Strike (Apprentice III)	Quelling Strike (Apprentice III)	Quelling Strike (Apprentice IV)
Essence of Quills	Common	54	Finish	Chemistry Table	Lustrous Glass Bottle	Amaranth Mixture	Ethereal Solution	Murky Essence of Quills	Clouded Essence of Quills	Essence of Quills	Translucent Essence of Quills
Essence of Refusal of Faith (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Refusal of Faith (Apprentice III)	Refusal of Faith (Apprentice III)	Refusal of Faith (Apprentice III)	Refusal of Faith (Apprentice IV)
Essence of Skin Like Mountain (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Skin Like Mountain (Apprentice III)	Skin Like Mountain (Apprentice III)	Skin Like Mountain (Apprentice III)	Skin Like Mountain (Apprentice IV)
Essence of Slay (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Slay (Apprentice III)	Slay (Apprentice III)	Slay (Apprentice III)	Slay (Apprentice IV)
Essence of Subdued Rage (Apprentice)	Common	54	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Subdued Rage (Apprentice III)	Subdued Rage (Apprentice III)	Subdued Rage (Apprentice III)	Subdued Rage (Apprentice IV)
Numbing Blizzard	Common	54	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Numbing Blizzard	Middling Numbing Blizzard	Numbing Blizzard	Translucent Numbing Blizzard
Wave of Calamity	Common	54	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Wave of Calamity	Middling Wave of Calamity	Wave of Calamity	Translucent Wave of Calamity
Arcane Remedy	Common	55	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Arcane Remedy	Clouded Arcane Remedy	Arcane Remedy	Translucent Arcane Remedy
Creeping Sting	Common	55	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Creeping Sting	Middling Creeping Sting	Creeping Sting	Translucent Creeping Sting
Curse of the Djinn	Common	55	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Curse of the Djinn	Middling Curse of the Djinn	Curse of the Djinn	Translucent Curse of the Djinn
Elemental Remedy	Common	55	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Elemental Remedy	Clouded Elemental Remedy	Elemental Remedy	Translucent Elemental Remedy
Essence of Catastrophic Slam (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Catastrophic Slam (Apprentice III)	Catastrophic Slam (Apprentice III)	Catastrophic Slam (Apprentice III)	Catastrophic Slam (Apprentice IV)
Essence of Celestial Judgement (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Celestial Judgement (Apprentice III)	Celestial Judgement (Apprentice III)	Celestial Judgement (Apprentice III)	Celestial Judgement (Apprentice IV)
Essence of Devastating Press (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Devastating Press (Apprentice III)	Devastating Press (Apprentice III)	Devastating Press (Apprentice III)	Devastating Press (Apprentice IV)
Essence of Iron Fist (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Iron Fist (Apprentice III)	Iron Fist (Apprentice III)	Iron Fist (Apprentice III)	Iron Fist (Apprentice IV)
Essence of Loathsome Anger (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Loathsome Anger (Apprentice III)	Loathsome Anger (Apprentice III)	Loathsome Anger (Apprentice III)	Loathsome Anger (Apprentice IV)
Essence of Resolute Will (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Resolute Will (Apprentice III)	Resolute Will (Apprentice III)	Resolute Will (Apprentice III)	Resolute Will (Apprentice IV)
Essence of Righteous Dash (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Righteous Dash (Apprentice III)	Righteous Dash (Apprentice III)	Righteous Dash (Apprentice III)	Righteous Dash (Apprentice IV)
Essence of Staggering Rush (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Staggering Rush (Apprentice III)	Staggering Rush (Apprentice III)	Staggering Rush (Apprentice III)	Staggering Rush (Apprentice IV)

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Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Essence of Stalking Leopard (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Stalking Leopard (Apprentice III)	Stalking Leopard (Apprentice III)	Stalking Leopard (Apprentice III)	Stalking Leopard (Apprentice IV)
Essence of Wall of Might (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Wall of Might (Apprentice III)	Wall of Might (Apprentice III)	Wall of Might (Apprentice III)	Wall of Might (Apprentice IV)
Essence of Wall of Rage (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Wall of Rage (Apprentice III)	Wall of Rage (Apprentice III)	Wall of Rage (Apprentice III)	Wall of Rage (Apprentice IV)
Essence of Will of the Sky (Apprentice)	Common	55	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Will of the Sky (Apprentice III)	Will of the Sky (Apprentice III)	Will of the Sky (Apprentice III)	Will of the Sky (Apprentice IV)
Noxious Remedy	Common	55	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Noxious Remedy	Clouded Noxious Remedy	Noxious Remedy	Translucent Noxious Remedy
Spirit of Vitality	Common	55	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Spirit of Vitality	Clouded Spirit of Vitality	Spirit of Vitality	Translucent Spirit of Vitality
Strike of Glox	Common	55	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Strike of Glox	Middling Strike of Glox	Strike of Glox	Translucent Strike of Glox
Touch of Weakness	Common	55	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Touch of Weakness	Middling Touch of Weakness	Touch of Weakness	Translucent Touch of Weakness
Trauma Remedy	Common	55	Finish	Chemistry Table	Lustrous Glass Bottle	Date Mixture	Ethereal Solution	Murky Trauma Remedy	Clouded Trauma Solution	Trauma Remedy	Translucent Trauma Solution
Volatile Virus	Common	55	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Volatile Virus	Middling Volatile Virus	Volatile Virus	Translucent Volatile Virus
Blessing of Blades	Common	56	Finish	Chemistry Table	Lustrous Glass Bottle	Amaranth Mixture	Ethereal Solution	Murky Blessing of Blades	Clouded Blessing of Blades	Blessing of Blades	Translucent Blessing of Blades
Cajoling Whispers	Common	56	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Cajoling Whispers	Middling Cajoling Whispers	Cajoling Whispers	Translucent Cajoling Whispers
Essence of Absorb Vitae (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Absorb Vitae (Apprentice III)	Absorb Vitae (Apprentice III)	Absorb Vitae (Apprentice III)	Absorb Vitae (Apprentice IV)
Essence of Amputate (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Amputate (Apprentice III)	Amputate (Apprentice III)	Amputate (Apprentice III)	Amputate (Apprentice IV)
Essence of Berserker Rush (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Berserker Rush (Apprentice III)	Berserker Rush (Apprentice III)	Berserker Rush (Apprentice III)	Berserker Rush (Apprentice IV)
Essence of Hew (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Hew (Apprentice III)	Hew (Apprentice III)	Hew (Apprentice III)	Hew (Apprentice IV)
Essence of Pluck Eye (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Pluck Eye (Apprentice III)	Pluck Eye (Apprentice III)	Pluck Eye (Apprentice III)	Pluck Eye (Apprentice IV)
Essence of Prayer of Consecration (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Prayer of Consecration (Apprentice III)	Prayer of Consecration (Apprentice III)	Prayer of Consecration (Apprentice III)	Prayer of Consecration (Apprentice IV)
Essence of Steely Conviction (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Steely Conviction (Apprentice III)	Steely Conviction (Apprentice III)	Steely Conviction (Apprentice III)	Steely Conviction (Apprentice IV)
Essence of Stilled Life (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Stilled Life (Apprentice III)	Stilled Life (Apprentice III)	Stilled Life (Apprentice III)	Stilled Life (Apprentice IV)
Essence of Storm Stance (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Storm Stance (Apprentice III)	Storm Stance (Apprentice III)	Storm Stance (Apprentice III)	Storm Stance (Apprentice IV)
Essence of Unending Agony (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Unending Agony (Apprentice III)	Unending Agony (Apprentice III)	Unending Agony (Apprentice III)	Unending Agony (Apprentice IV)
Essence of Unflinching Conviction (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Unflinching Conviction (Apprentice III)	Unflinching Conviction (Apprentice III)	Unflinching Conviction (Apprentice III)	Unflinching Conviction (Apprentice IV)
Essence of Zealous Strike (Apprentice)	Common	56	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Zealous Strike (Apprentice III)	Zealous Strike (Apprentice III)	Zealous Strike (Apprentice III)	Zealous Strike (Apprentice IV)
Phantasmic Visions	Common	56	Finish	Chemistry Table	Exquisite Poison Vial	Foxglove Mixture	Ethereal Solution	Thinning Phantasmic Visions	Middling Phantasmic Visions	Phantasmic Visions	Translucent Phantasmic Visions

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Restorative Tonic	Common	56	Finish	Chemistry Table	Lustrous Glass Bottle	Mulberry Mixture	Ethereal Solution	Murky Restorative Tonic	Clouded Restorative Tonic	Restorative Tonic	Translucent Restorative Tonic
Essence of Agony (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Agony (Apprentice III)	Agony (Apprentice III)	Agony (Apprentice III)	Agony (Apprentice IV)
Essence of Breach (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Breach (Apprentice III)	Breach (Apprentice III)	Breach (Apprentice III)	Breach (Apprentice IV)
Essence of Chastising Strike (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Chastising Strike (Apprentice III)	Chastising Strike (Apprentice III)	Chastising Strike (Apprentice III)	Chastising Strike (Apprentice IV)
Essence of Inflaming Defense (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Inflaming Defense (Apprentice III)	Inflaming Defense (Apprentice III)	Inflaming Defense (Apprentice III)	Inflaming Defense (Apprentice IV)
Essence of Overpower (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Overpower (Apprentice III)	Overpower (Apprentice III)	Overpower (Apprentice III)	Overpower (Apprentice IV)
Essence of Pariah's Brand (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Pariah's Brand (Apprentice III)	Pariah's Brand (Apprentice III)	Pariah's Brand (Apprentice III)	Pariah's Brand (Apprentice IV)
Essence of Pound (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Pound (Apprentice III)	Pound (Apprentice III)	Pound (Apprentice III)	Pound (Apprentice IV)
Essence of Righteous Condemnation (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Righteous Condemnation (Apprentice III)	Righteous Condemnation (Apprentice III)	Righteous Condemnation (Apprentice III)	Righteous Condemnation (Apprentice IV)
Essence of Rumbling Wyrm (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Rumbling Wyrm (Apprentice III)	Rumbling Wyrm (Apprentice III)	Rumbling Wyrm (Apprentice III)	Rumbling Wyrm (Apprentice IV)
Essence of Storming Fists (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Storming Fists (Apprentice III)	Storming Fists (Apprentice III)	Storming Fists (Apprentice III)	Storming Fists (Apprentice IV)
Essence of Storming Palm (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Storming Palm (Apprentice III)	Storming Palm (Apprentice III)	Storming Palm (Apprentice III)	Storming Palm (Apprentice IV)
Essence of Taunting Defense (Apprentice)	Common	57	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Taunting Defense (Apprentice III)	Taunting Defense (Apprentice III)	Taunting Defense (Apprentice III)	Taunting Defense (Apprentice IV)
Essence of Arctic Talon (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Arctic Talon (Apprentice III)	Arctic Talon (Apprentice III)	Arctic Talon (Apprentice III)	Arctic Talon (Apprentice IV)
Essence of Black Widow Stance (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Black Widow Stance (Apprentice III)	Black Widow Stance (Apprentice III)	Black Widow Stance (Apprentice III)	Black Widow Stance (Apprentice IV)
Essence of Coiling Serpent (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Coiling Serpent (Apprentice III)	Coiling Serpent (Apprentice III)	Coiling Serpent (Apprentice III)	Coiling Serpent (Apprentice IV)
Essence of Courageous Will (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Courageous Will (Apprentice III)	Courageous Will (Apprentice III)	Courageous Will (Apprentice III)	Courageous Will (Apprentice IV)
Essence of Desperate Charge (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Desperate Charge (Apprentice III)	Desperate Charge (Apprentice III)	Desperate Charge (Apprentice III)	Desperate Charge (Apprentice IV)
Essence of Faithful Benediction (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Faithful Benediction (Apprentice III)	Faithful Benediction (Apprentice III)	Faithful Benediction (Apprentice III)	Faithful Benediction (Apprentice IV)
Essence of Frenzied Blows (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Frenzied Blows (Apprentice III)	Frenzied Blows (Apprentice III)	Frenzied Blows (Apprentice III)	Frenzied Blows (Apprentice IV)
Essence of Goading Assault (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Goading Assault (Apprentice III)	Goading Assault (Apprentice III)	Goading Assault (Apprentice III)	Goading Assault (Apprentice IV)
Essence of Infernal Circle (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Infernal Circle (Apprentice III)	Infernal Circle (Apprentice III)	Infernal Circle (Apprentice III)	Infernal Circle (Apprentice IV)
Essence of Provoking Stance (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Provoking Stance (Apprentice III)	Provoking Stance (Apprentice III)	Provoking Stance (Apprentice III)	Provoking Stance (Apprentice IV)
Essence of Retribution (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Retribution (Apprentice III)	Retribution (Apprentice III)	Retribution (Apprentice III)	Retribution (Apprentice IV)
Essence of Siphon Might (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Siphon Might (Apprentice III)	Siphon Might (Apprentice III)	Siphon Might (Apprentice III)	Siphon Might (Apprentice IV)
Essence of Steadfast Stance (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Steadfast Stance (Apprentice III)	Steadfast Stance (Apprentice III)	Steadfast Stance (Apprentice III)	Steadfast Stance (Apprentice IV)

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ALCHEMY (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Essence of Uppercut (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Uppercut (Apprentice III)	Uppercut (Apprentice III)	Uppercut (Apprentice III)	Uppercut (Apprentice IV)
Essence of Weapon Aegis (Apprentice)	Common	58	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Weapon Aegis (Apprentice III)	Weapon Aegis (Apprentice III)	Weapon Aegis (Apprentice III)	Weapon Aegis (Apprentice IV)
Essence of Buffet (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Buffet (Apprentice III)	Buffet (Apprentice III)	Buffet (Apprentice III)	Buffet (Apprentice IV)
Essence of Clarion Cry (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Clarion Cry (Apprentice III)	Clarion Cry (Apprentice III)	Clarion Cry (Apprentice III)	Clarion Cry (Apprentice IV)
Essence of Confront (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Confront (Apprentice III)	Confront (Apprentice III)	Confront (Apprentice III)	Confront (Apprentice IV)
Essence of Frozen Palm (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Frozen Palm (Apprentice III)	Frozen Palm (Apprentice III)	Frozen Palm (Apprentice III)	Frozen Palm (Apprentice IV)
Essence of Infuriating Tranquility (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Infuriating Tranquility (Apprentice III)	Infuriating Tranquility (Apprentice III)	Infuriating Tranquility (Apprentice III)	Infuriating Tranquility (Apprentice IV)
Essence of Insidious Promise (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Insidious Promise (Apprentice III)	Insidious Promise (Apprentice III)	Insidious Promise (Apprentice III)	Insidious Promise (Apprentice IV)
Essence of Meteor Fist (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Meteor Fist (Apprentice III)	Meteor Fist (Apprentice III)	Meteor Fist (Apprentice III)	Meteor Fist (Apprentice IV)
Essence of Outrage (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Outrage (Apprentice III)	Outrage (Apprentice III)	Outrage (Apprentice III)	Outrage (Apprentice IV)
Essence of Pledge of Armament (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Pledge of Armament (Apprentice III)	Pledge of Armament (Apprentice III)	Pledge of Armament (Apprentice III)	Pledge of Armament (Apprentice IV)
Essence of Pressure (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Pressure (Apprentice III)	Pressure (Apprentice III)	Pressure (Apprentice III)	Pressure (Apprentice IV)
Essence of Ruthless Strike (Apprentice)	Common	59	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Ruthless Strike (Apprentice III)	Ruthless Strike (Apprentice III)	Ruthless Strike (Apprentice III)	Ruthless Strike (Apprentice IV)
Essence of Devious Evasion (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Devious Evasion (Apprentice III)	Devious Evasion (Apprentice III)	Devious Evasion (Apprentice III)	Devious Evasion (Apprentice IV)
Essence of Everburning Blaze (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Everburning Blaze (Apprentice III)	Everburning Blaze (Apprentice III)	Everburning Blaze (Apprentice III)	Everburning Blaze (Apprentice IV)
Essence of Guarded Vehemence (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Guarded Vehemence (Apprentice III)	Guarded Vehemence (Apprentice III)	Guarded Vehemence (Apprentice III)	Guarded Vehemence (Apprentice IV)
Essence of Kidney Punch (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Kidney Punch (Apprentice III)	Kidney Punch (Apprentice III)	Kidney Punch (Apprentice III)	Kidney Punch (Apprentice IV)
Essence of Plant (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Plant (Apprentice III)	Plant (Apprentice III)	Plant (Apprentice III)	Plant (Apprentice IV)
Essence of Pox Sword (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Pox Sword (Apprentice III)	Pox Sword (Apprentice III)	Pox Sword (Apprentice III)	Pox Sword (Apprentice IV)
Essence of Relentless Wrath (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Relentless Wrath (Apprentice III)	Relentless Wrath (Apprentice III)	Relentless Wrath (Apprentice III)	Relentless Wrath (Apprentice IV)
Essence of Resolute Faith (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Resolute Faith (Apprentice III)	Resolute Faith (Apprentice III)	Resolute Faith (Apprentice III)	Resolute Faith (Apprentice IV)
Essence of Shake Off (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Shake Off (Apprentice III)	Shake Off (Apprentice III)	Shake Off (Apprentice III)	Shake Off (Apprentice IV)
Essence of Stunning Howl (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Stunning Howl (Apprentice III)	Stunning Howl (Apprentice III)	Stunning Howl (Apprentice III)	Stunning Howl (Apprentice IV)
Essence of Tranquil Vision (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Tranquil Vision (Apprentice III)	Tranquil Vision (Apprentice III)	Tranquil Vision (Apprentice III)	Tranquil Vision (Apprentice IV)
Essence of Unyielding Vigilance (Apprentice)	Common	60	Finish	Chemistry Table	Ardent Ink	Elysian Suspension	Meso Resin	Unyielding Vigilance (Apprentice III)	Unyielding Vigilance (Apprentice III)	Unyielding Vigilance (Apprentice III)	Unyielding Vigilance (Apprentice IV)

ARCANA

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Augmentation (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Augmentation (Apprentice II)	Augmentation (Apprentice II)	Augmentation (Apprentice III)	Augmentation (Apprentice IV)
Blazing Presence (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Blazing Presence (Apprentice II)	Blazing Presence (Apprentice II)	Blazing Presence (Apprentice III)	Blazing Presence (Apprentice IV)
Color Shower (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Color Shower (Apprentice II)	Color Shower (Apprentice II)	Color Shower (Apprentice III)	Color Shower (Apprentice IV)
Dark Nebula (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Dark Nebula (Apprentice II)	Dark Nebula (Apprentice II)	Dark Nebula (Apprentice III)	Dark Nebula (Apprentice IV)
Demoralizing Gaze (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Demoralizing Gaze (Apprentice II)	Demoralizing Gaze (Apprentice II)	Demoralizing Gaze (Apprentice III)	Demoralizing Gaze (Apprentice IV)
Devastation (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Devastation (Apprentice II)	Devastation (Apprentice II)	Devastation (Apprentice III)	Devastation (Apprentice IV)
Flash Flood (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Flash Flood (Apprentice II)	Flash Flood (Apprentice II)	Flash Flood (Apprentice III)	Flash Flood (Apprentice IV)
Focused Benefaction (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Focused Benefaction (Apprentice II)	Focused Benefaction (Apprentice II)	Focused Benefaction (Apprentice III)	Focused Benefaction (Apprentice IV)
Generic Rough Sandcloth Pattern	Common	50	Interim	Sewing Table & Mannequin	Rough Sandcloth Thread	Danshi Paper	—	Crude Sandcloth Pattern	Shaped Sandcloth Pattern	Sandcloth Pattern	Pristine Sandcloth Pattern
Hierophantic Genesis (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Hierophantic Genesis (Apprentice II)	Hierophantic Genesis (Apprentice II)	Hierophantic Genesis (Apprentice III)	Hierophantic Genesis (Apprentice IV)
Ice Comet (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Ice Comet (Apprentice II)	Ice Comet (Apprentice II)	Ice Comet (Apprentice III)	Ice Comet (Apprentice IV)
Lich (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Lich (Apprentice II)	Lich (Apprentice II)	Lich (Apprentice III)	Lich (Apprentice IV)
Maelstrom of Dismay (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Maelstrom of Dismay (Apprentice II)	Maelstrom of Dismay (Apprentice II)	Maelstrom of Dismay (Apprentice III)	Maelstrom of Dismay (Apprentice IV)
Oberon (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Oberon (Apprentice II)	Oberon (Apprentice II)	Oberon (Apprentice III)	Oberon (Apprentice IV)
Porcupine (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Porcupine (Apprentice II)	Porcupine (Apprentice II)	Porcupine (Apprentice III)	Porcupine (Apprentice IV)
Psychic Wail (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Psychic Wail (Apprentice II)	Psychic Wail (Apprentice II)	Psychic Wail (Apprentice III)	Psychic Wail (Apprentice IV)
Psychotic Spectrum (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Psychotic Spectrum (Apprentice II)	Psychotic Spectrum (Apprentice II)	Psychotic Spectrum (Apprentice III)	Psychotic Spectrum (Apprentice IV)
Torrential Plague (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Torrential Plague (Apprentice II)	Torrential Plague (Apprentice II)	Torrential Plague (Apprentice III)	Torrential Plague (Apprentice IV)
Zealotry (Apprentice)	Common	50	Finish	Engraved Desk	Lac Ink	Teak Quill	Stromeir Paper	Zealotry (Apprentice II)	Zealotry (Apprentice II)	Zealotry (Apprentice III)	Zealotry (Apprentice IV)
Augment Perception (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Augment Perception (Apprentice III)	Augment Perception (Apprentice III)	Augment Perception (Apprentice III)	Augment Perception (Apprentice IV)
Ball of Incineration (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ball of Incineration (Apprentice III)	Ball of Incineration (Apprentice III)	Ball of Incineration (Apprentice III)	Ball of Incineration (Apprentice IV)
Blazing Seed (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Blazing Seed (Apprentice III)	Blazing Seed (Apprentice III)	Blazing Seed (Apprentice III)	Blazing Seed (Apprentice IV)

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ARCANA (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Blighted Pack (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Blighted Pack (Apprentice III)	Blighted Pack (Apprentice III)	Blighted Pack (Apprentice III)	Blighted Pack (Apprentice IV)
Dooming Darkness (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Dooming Darkness (Apprentice III)	Dooming Darkness (Apprentice III)	Dooming Darkness (Apprentice III)	Dooming Darkness (Apprentice IV)
Exposing Eye (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Exposing Eye (Apprentice III)	Exposing Eye (Apprentice III)	Exposing Eye (Apprentice III)	Exposing Eye (Apprentice IV)
Magus (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Magus (Apprentice III)	Magus (Apprentice III)	Magus (Apprentice III)	Magus (Apprentice IV)
Null Distortion (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Null Distortion (Apprentice III)	Null Distortion (Apprentice III)	Null Distortion (Apprentice III)	Null Distortion (Apprentice IV)
Phantasmal Brilliance (Apprentice)	Common	51	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Phantasmal Brilliance (Apprentice III)	Phantasmal Brilliance (Apprentice III)	Phantasmal Brilliance (Apprentice III)	Phantasmal Brilliance (Apprentice IV)
Abduct Mind (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood QuillQuill	Abduct Mind (Apprentice III)	Abduct Mind (Apprentice III)	Abduct Mind (Apprentice III)	Abduct Mind (Apprentice IV)
Admonishment (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Admonishment (Apprentice III)	Admonishment (Apprentice III)	Admonishment (Apprentice III)	Admonishment (Apprentice IV)
Aqueous Swarm (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Aqueous Swarm (Apprentice III)	Aqueous Swarm (Apprentice III)	Aqueous Swarm (Apprentice III)	Aqueous Swarm (Apprentice IV)
Arctic Flames (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Arctic Flames (Apprentice III)	Arctic Flames (Apprentice III)	Arctic Flames (Apprentice III)	Arctic Flames (Apprentice IV)
Bolt of Storms (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Bolt of Storms (Apprentice III)	Bolt of Storms (Apprentice III)	Bolt of Storms (Apprentice III)	Bolt of Storms (Apprentice IV)
Cremate (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Cremate (Apprentice III)	Cremate (Apprentice III)	Cremate (Apprentice III)	Cremate (Apprentice IV)
Degenerate (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Degenerate (Apprentice III)	Degenerate (Apprentice III)	Degenerate (Apprentice III)	Degenerate (Apprentice IV)
Diseased Servant (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Diseased Servant (Apprentice III)	Diseased Servant (Apprentice III)	Diseased Servant (Apprentice III)	Diseased Servant (Apprentice IV)
Enraging Demeanor (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Enraging Demeanor (Apprentice III)	Enraging Demeanor (Apprentice III)	Enraging Demeanor (Apprentice III)	Enraging Demeanor (Apprentice IV)
Fright (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fright (Apprentice III)	Fright (Apprentice III)	Fright (Apprentice III)	Fright (Apprentice IV)
Fulginous Tendril (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fulginous Tendril (Apprentice III)	Fulginous Tendril (Apprentice III)	Fulginous Tendril (Apprentice III)	Fulginous Tendril (Apprentice IV)
Illusory Cloak (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Illusory Cloak (Apprentice III)	Illusory Cloak (Apprentice III)	Illusory Cloak (Apprentice III)	Illusory Cloak (Apprentice IV)
Lapse (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Lapse (Apprentice III)	Lapse (Apprentice III)	Lapse (Apprentice III)	Lapse (Apprentice IV)
Purifying Flames (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Purifying Flames (Apprentice III)	Purifying Flames (Apprentice III)	Purifying Flames (Apprentice III)	Purifying Flames (Apprentice IV)
Sentence (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Sentence (Apprentice III)	Sentence (Apprentice III)	Sentence (Apprentice III)	Sentence (Apprentice IV)
Shadowed Pillaging (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Shadowed Pillaging (Apprentice III)	Shadowed Pillaging (Apprentice III)	Shadowed Pillaging (Apprentice III)	Shadowed Pillaging (Apprentice IV)
Shadowed Pyre (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Shadowed Pyre (Apprentice III)	Shadowed Pyre (Apprentice III)	Shadowed Pyre (Apprentice III)	Shadowed Pyre (Apprentice IV)
Spellbind (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Spellbind (Apprentice III)	Spellbind (Apprentice III)	Spellbind (Apprentice III)	Spellbind (Apprentice IV)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Tellurian Myrmidon (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Tellurian Myrmidon (Apprentice III)	Tellurian Myrmidon (Apprentice III)	Tellurian Myrmidon (Apprentice III)	Tellurian Myrmidon (Apprentice IV)
Thorncoat (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Thorncoat (Apprentice III)	Thorncoat (Apprentice III)	Thorncoat (Apprentice III)	Thorncoat (Apprentice IV)
Thornskin (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Thornskin (Apprentice III)	Thornskin (Apprentice III)	Thornskin (Apprentice III)	Thornskin (Apprentice IV)
Vulian Intrusion (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Vulian Intrusion (Apprentice III)	Vulian Intrusion (Apprentice III)	Vulian Intrusion (Apprentice III)	Vulian Intrusion (Apprentice IV)
Warring Conviction (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Warring Conviction (Apprentice III)	Warring Conviction (Apprentice III)	Warring Conviction (Apprentice III)	Warring Conviction (Apprentice IV)
Weeping Haze (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Weeping Haze (Apprentice III)	Weeping Haze (Apprentice III)	Weeping Haze (Apprentice III)	Weeping Haze (Apprentice IV)
Wintry Cold (Apprentice)	Common	52	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Wintry Cold (Apprentice III)	Wintry Cold (Apprentice III)	Wintry Cold (Apprentice III)	Wintry Cold (Apprentice IV)
Abominable Mark (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Abominable Mark (Apprentice III)	Abominable Mark (Apprentice III)	Abominable Mark (Apprentice III)	Abominable Mark (Apprentice IV)
Aggravate (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Aggravate (Apprentice III)	Aggravate (Apprentice III)	Aggravate (Apprentice III)	Aggravate (Apprentice IV)
Blazing Grandeur (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Blazing Grandeur (Apprentice III)	Blazing Grandeur (Apprentice III)	Blazing Grandeur (Apprentice III)	Blazing Grandeur (Apprentice IV)
Breathtaking Awe (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Breathtaking Awe (Apprentice III)	Breathtaking Awe (Apprentice III)	Breathtaking Awe (Apprentice III)	Breathtaking Awe (Apprentice IV)
Consecrated Strike (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Consecrated Strike (Apprentice III)	Consecrated Strike (Apprentice III)	Consecrated Strike (Apprentice III)	Consecrated Strike (Apprentice IV)
Curse of Desolation (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Curse of Desolation (Apprentice III)	Curse of Desolation (Apprentice III)	Curse of Desolation (Apprentice III)	Curse of Desolation (Apprentice IV)
Ego Burst (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ego Burst (Apprentice III)	Ego Burst (Apprentice III)	Ego Burst (Apprentice III)	Ego Burst (Apprentice IV)
Embolism (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Embolism (Apprentice III)	Embolism (Apprentice III)	Embolism (Apprentice III)	Embolism (Apprentice IV)
Fevered Pox (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fevered Pox (Apprentice III)	Fevered Pox (Apprentice III)	Fevered Pox (Apprentice III)	Fevered Pox (Apprentice IV)
Force Submission (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Force Submission (Apprentice III)	Force Submission (Apprentice III)	Force Submission (Apprentice III)	Force Submission (Apprentice IV)
Grieving Soul (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Grieving Soul (Apprentice III)	Grieving Soul (Apprentice III)	Grieving Soul (Apprentice III)	Grieving Soul (Apprentice IV)
Hoarfrost (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Hoarfrost (Apprentice III)	Hoarfrost (Apprentice III)	Hoarfrost (Apprentice III)	Hoarfrost (Apprentice IV)
Incarcerate (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Incarcerate (Apprentice III)	Incarcerate (Apprentice III)	Incarcerate (Apprentice III)	Incarcerate (Apprentice IV)
Infestation (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Infestation (Apprentice III)	Infestation (Apprentice III)	Infestation (Apprentice III)	Infestation (Apprentice IV)
Nimbus Aurora (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Nimbus Aurora (Apprentice III)	Nimbus Aurora (Apprentice III)	Nimbus Aurora (Apprentice III)	Nimbus Aurora (Apprentice IV)
Primeval Terror (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Primeval Terror (Apprentice III)	Primeval Terror (Apprentice III)	Primeval Terror (Apprentice III)	Primeval Terror (Apprentice IV)
Scourge (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Scourge (Apprentice III)	Scourge (Apprentice III)	Scourge (Apprentice III)	Scourge (Apprentice IV)


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ARCANA (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Shattered Land (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Shattered Land (Apprentice III)	Shattered Land (Apprentice III)	Shattered Land (Apprentice III)	Shattered Land (Apprentice IV)
Transient Sentiment (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Transient Sentiment (Apprentice III)	Transient Sentiment (Apprentice III)	Transient Sentiment (Apprentice III)	Transient Sentiment (Apprentice IV)
Virulent Gasp (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Virulent Gasp (Apprentice III)	Virulent Gasp (Apprentice III)	Virulent Gasp (Apprentice III)	Virulent Gasp (Apprentice IV)
Voice of the Departed (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Voice of the Departed (Apprentice III)	Voice of the Departed (Apprentice III)	Voice of the Departed (Apprentice III)	Voice of the Departed (Apprentice IV)
Waterspout (Apprentice)	Common	53	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Waterspout (Apprentice III)	Waterspout (Apprentice III)	Waterspout (Apprentice III)	Waterspout (Apprentice IV)
Bane of Guarding (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Bane of Guarding (Apprentice III)	Bane of Guarding (Apprentice III)	Bane of Guarding (Apprentice III)	Bane of Guarding (Apprentice IV)
Brilliant Regalia (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Brilliant Regalia (Apprentice III)	Brilliant Regalia (Apprentice III)	Brilliant Regalia (Apprentice III)	Brilliant Regalia (Apprentice IV)
Calamitous Shroud (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Calamitous Shroud (Apprentice III)	Calamitous Shroud (Apprentice III)	Calamitous Shroud (Apprentice III)	Calamitous Shroud (Apprentice IV)
Divine Praetorate (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Divine Praetorate (Apprentice III)	Divine Praetorate (Apprentice III)	Divine Praetorate (Apprentice III)	Divine Praetorate (Apprentice IV)
Fist of the Tyrant (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fist of the Tyrant (Apprentice III)	Fist of the Tyrant (Apprentice III)	Fist of the Tyrant (Apprentice III)	Fist of the Tyrant (Apprentice IV)
Geotic Rune (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Geotic Rune (Apprentice III)	Geotic Rune (Apprentice III)	Geotic Rune (Apprentice III)	Geotic Rune (Apprentice IV)
Grand Intercession (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Grand Intercession (Apprentice III)	Grand Intercession (Apprentice III)	Grand Intercession (Apprentice III)	Grand Intercession (Apprentice IV)
Heretic's Doom (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Heretic's Doom (Apprentice III)	Heretic's Doom (Apprentice III)	Heretic's Doom (Apprentice III)	Heretic's Doom (Apprentice IV)
Natural Instinct (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Natural Instinct (Apprentice III)	Natural Instinct (Apprentice III)	Natural Instinct (Apprentice III)	Natural Instinct (Apprentice IV)
Primal Fury (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Primal Fury (Apprentice III)	Primal Fury (Apprentice III)	Primal Fury (Apprentice III)	Primal Fury (Apprentice IV)
Rending Fury (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Rending Fury (Apprentice III)	Rending Fury (Apprentice III)	Rending Fury (Apprentice III)	Rending Fury (Apprentice IV)
Ring of Ice (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ring of Ice (Apprentice III)	Ring of Ice (Apprentice III)	Ring of Ice (Apprentice III)	Ring of Ice (Apprentice IV)
Sacred Aegis (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Sacred Aegis (Apprentice III)	Sacred Aegis (Apprentice III)	Sacred Aegis (Apprentice III)	Sacred Aegis (Apprentice IV)
Scream of the Ancients (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Scream of the Ancients (Apprentice III)	Scream of the Ancients (Apprentice III)	Scream of the Ancients (Apprentice III)	Scream of the Ancients (Apprentice IV)
Seal of Ebon Thought (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Seal of Ebon Thought (Apprentice III)	Seal of Ebon Thought (Apprentice III)	Seal of Ebon Thought (Apprentice III)	Seal of Ebon Thought (Apprentice IV)
Seal of Ingenuity (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Seal of Ingenuity (Apprentice III)	Seal of Ingenuity (Apprentice III)	Seal of Ingenuity (Apprentice III)	Seal of Ingenuity (Apprentice IV)
Signet of Reason (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Signet of Reason (Apprentice III)	Signet of Reason (Apprentice III)	Signet of Reason (Apprentice III)	Signet of Reason (Apprentice IV)
Skeletal Gasp (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Skeletal Gasp (Apprentice III)	Skeletal Gasp (Apprentice III)	Skeletal Gasp (Apprentice III)	Skeletal Gasp (Apprentice IV)
Spell Whip (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Spell Whip (Apprentice III)	Spell Whip (Apprentice III)	Spell Whip (Apprentice III)	Spell Whip (Apprentice IV)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Teachings of the Shadows (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Teachings of the Shadow (Apprentice III)	Teachings of the Shadow (Apprentice III)	Teachings of the Shadow (Apprentice III)	Teachings of the Shadow (Apprentice IV)
Untamed Bloodflow (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Untamed Bloodflow (Apprentice III)	Untamed Bloodflow (Apprentice III)	Untamed Bloodflow (Apprentice III)	Untamed Bloodflow (Apprentice IV)
Vehement Rock (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Vehement Rock (Apprentice III)	Vehement Rock (Apprentice III)	Vehement Rock (Apprentice III)	Vehement Rock (Apprentice IV)
Wild Growth (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Wild Growth (Apprentice III)	Wild Growth (Apprentice III)	Wild Growth (Apprentice III)	Wild Growth (Apprentice IV)
Woeful Penance (Apprentice)	Common	54	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Woeful Penance (Apprentice III)	Woeful Penance (Apprentice III)	Woeful Penance (Apprentice III)	Woeful Penance (Apprentice IV)
Anarchic Maelstrom (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Anarchic Maelstrom (Apprentice III)	Anarchic Maelstrom (Apprentice III)	Anarchic Maelstrom (Apprentice III)	Anarchic Maelstrom (Apprentice IV)
Arctic Icicles (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Arctic Icicles (Apprentice III)	Arctic Icicles (Apprentice III)	Arctic Icicles (Apprentice III)	Arctic Icicles (Apprentice IV)
Burning Vigor (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Burning Vigor (Apprentice III)	Burning Vigor (Apprentice III)	Burning Vigor (Apprentice III)	Burning Vigor (Apprentice IV)
Devour Vitae (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Devour Vitae (Apprentice III)	Devour Vitae (Apprentice III)	Devour Vitae (Apprentice III)	Devour Vitae (Apprentice IV)
Essence Siphon (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Essence Siphon (Apprentice III)	Essence Siphon (Apprentice III)	Essence Siphon (Apprentice III)	Essence Siphon (Apprentice IV)
Exoneration (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Exoneration (Apprentice III)	Exoneration (Apprentice III)	Exoneration (Apprentice III)	Exoneration (Apprentice IV)
Extraneous Chant (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Extraneous Chant (Apprentice III)	Extraneous Chant (Apprentice III)	Extraneous Chant (Apprentice III)	Extraneous Chant (Apprentice IV)
Faithful Salvation (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Faithful Salvation (Apprentice III)	Faithful Salvation (Apprentice III)	Faithful Salvation (Apprentice III)	Faithful Salvation (Apprentice IV)
Feral Vehemence (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Feral Vehemence (Apprentice III)	Feral Vehemence (Apprentice III)	Feral Vehemence (Apprentice III)	Feral Vehemence (Apprentice IV)
Ghastly Contract (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ghastly Contract (Apprentice III)	Ghastly Contract (Apprentice III)	Ghastly Contract (Apprentice III)	Ghastly Contract (Apprentice IV)
Ghostly Avenger (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ghostly Avenger (Apprentice III)	Ghostly Avenger (Apprentice III)	Ghostly Avenger (Apprentice III)	Ghostly Avenger (Apprentice IV)
Greater Harmony (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Greater Harmony (Apprentice III)	Greater Harmony (Apprentice III)	Greater Harmony (Apprentice III)	Greater Harmony (Apprentice IV)
Harmonious Spirits (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Harmonious Spirits (Apprentice III)	Harmonious Spirits (Apprentice III)	Harmonious Spirits (Apprentice III)	Harmonious Spirits (Apprentice IV)
Improved Digression (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Improved Digression (Apprentice III)	Improved Digression (Apprentice III)	Improved Digression (Apprentice III)	Improved Digression (Apprentice IV)
Intense Focus (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Intense Focus (Apprentice III)	Intense Focus (Apprentice III)	Intense Focus (Apprentice III)	Intense Focus (Apprentice IV)
Nature's Respite (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Nature's Respite (Apprentice III)	Nature's Respite (Apprentice III)	Nature's Respite (Apprentice III)	Nature's Respite (Apprentice IV)
Sap Will (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Sap Will (Apprentice III)	Sap Will (Apprentice III)	Sap Will (Apprentice III)	Sap Will (Apprentice IV)
Seizing Thorns (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Seizing Thorns (Apprentice III)	Seizing Thorns (Apprentice III)	Seizing Thorns (Apprentice III)	Seizing Thorns (Apprentice IV)
Silver Sylph (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Silver Sylph (Apprentice III)	Silver Sylph (Apprentice III)	Silver Sylph (Apprentice III)	Silver Sylph (Apprentice IV)

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ARCANA (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Transfer Essence (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Transfer Essence (Apprentice III)	Transfer Essence (Apprentice III)	Transfer Essence (Apprentice III)	Transfer Essence (Apprentice IV)
Umbral Savior (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Umbral Savior (Apprentice III)	Umbral Savior (Apprentice III)	Umbral Savior (Apprentice III)	Umbral Savior (Apprentice IV)
Vital Flood (Apprentice)	Common	55	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Vital Flood (Apprentice III)	Vital Flood (Apprentice III)	Vital Flood (Apprentice III)	Vital Flood (Apprentice IV)
Ardent Resolve (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ardent Resolve (Apprentice III)	Ardent Resolve (Apprentice III)	Ardent Resolve (Apprentice III)	Ardent Resolve (Apprentice IV)
Banal Accretion (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Banal Accretion (Apprentice III)	Banal Accretion (Apprentice III)	Banal Accretion (Apprentice III)	Banal Accretion (Apprentice IV)
Benign Diatribe (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Benign Diatribe (Apprentice III)	Benign Diatribe (Apprentice III)	Benign Diatribe (Apprentice III)	Benign Diatribe (Apprentice IV)
Carrión Aegis (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Carrión Aegis (Apprentice III)	Carrión Aegis (Apprentice III)	Carrión Aegis (Apprentice III)	Carrión Aegis (Apprentice IV)
Conjuror's Insignia (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Conjuror's Insignia (Apprentice III)	Conjuror's Insignia (Apprentice III)	Conjuror's Insignia (Apprentice III)	Conjuror's Insignia (Apprentice IV)
Cry of the Untamed (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Cry of the Untamed (Apprentice III)	Cry of the Untamed (Apprentice III)	Cry of the Untamed (Apprentice III)	Cry of the Untamed (Apprentice IV)
Curse of Nothingness (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Curse of Nothingness (Apprentice III)	Curse of Nothingness (Apprentice III)	Curse of Nothingness (Apprentice III)	Curse of Nothingness (Apprentice IV)
Depression (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Depression (Apprentice III)	Depression (Apprentice III)	Depression (Apprentice III)	Depression (Apprentice IV)
Derisive Alleviation (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Derisive Alleviation (Apprentice III)	Derisive Alleviation (Apprentice III)	Derisive Alleviation (Apprentice III)	Derisive Alleviation (Apprentice IV)
Destructive Mind (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Destructive Mind (Apprentice III)	Destructive Mind (Apprentice III)	Destructive Mind (Apprentice III)	Destructive Mind (Apprentice IV)
Devoted Flagellant (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Devoted Flagellant (Apprentice III)	Devoted Flagellant (Apprentice III)	Devoted Flagellant (Apprentice III)	Devoted Flagellant (Apprentice IV)
Devour Hope (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Devour Hope (Apprentice III)	Devour Hope (Apprentice III)	Devour Hope (Apprentice III)	Devour Hope (Apprentice IV)
Fateful Intercession (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fateful Intercession (Apprentice III)	Fateful Intercession (Apprentice III)	Fateful Intercession (Apprentice III)	Fateful Intercession (Apprentice IV)
Gasping Spirit (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Gasping Spirit (Apprentice III)	Gasping Spirit (Apprentice III)	Gasping Spirit (Apprentice III)	Gasping Spirit (Apprentice IV)
Grisly Ward (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Grisly Ward (Apprentice III)	Grisly Ward (Apprentice III)	Grisly Ward (Apprentice III)	Grisly Ward (Apprentice IV)
Lethal Abolishment (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Lethal Abolishment (Apprentice III)	Lethal Abolishment (Apprentice III)	Lethal Abolishment (Apprentice III)	Lethal Abolishment (Apprentice IV)
Mail of Spirits (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Mail of Spirits (Apprentice III)	Mail of Spirits (Apprentice III)	Mail of Spirits (Apprentice III)	Mail of Spirits (Apprentice IV)
Necromantic Insignia (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Necromantic Insignia (Apprentice III)	Necromantic Insignia (Apprentice III)	Necromantic Insignia (Apprentice III)	Necromantic Insignia (Apprentice IV)
Necrotic Replenishment (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Necrotic Replenishment (Apprentice III)	Necrotic Replenishment (Apprentice III)	Necrotic Replenishment (Apprentice III)	Necrotic Replenishment (Apprentice IV)
Owl's Grace (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Owl's Grace (Apprentice III)	Owl's Grace (Apprentice III)	Owl's Grace (Apprentice III)	Owl's Grace (Apprentice IV)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Prismatic Havoc (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Prismatic Havoc (Apprentice III)	Prismatic Havoc (Apprentice III)	Prismatic Havoc (Apprentice III)	Prismatic Havoc (Apprentice IV)
Rebuild Servant (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Rebuild Servant (Apprentice III)	Rebuild Servant (Apprentice III)	Rebuild Servant (Apprentice III)	Rebuild Servant (Apprentice IV)
Transcendent Blessing (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Transcendent Grace (Apprentice III)	Transcendent Grace (Apprentice III)	Transcendent Grace (Apprentice III)	Transcendent Grace (Apprentice IV)
Transient Haven (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Transient Haven (Apprentice III)	Transient Haven (Apprentice III)	Transient Haven (Apprentice III)	Transient Haven (Apprentice IV)
Umbral Sacrament (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Umbral Sacrament (Apprentice III)	Umbral Sacrament (Apprentice III)	Umbral Sacrament (Apprentice III)	Umbral Sacrament (Apprentice IV)
Verdant Whisper (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Verdant Whisper (Apprentice III)	Verdant Whisper (Apprentice III)	Verdant Whisper (Apprentice III)	Verdant Whisper (Apprentice IV)
Vitalic Reaping (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Vitalic Reaping (Apprentice III)	Vitalic Reaping (Apprentice III)	Vitalic Reaping (Apprentice III)	Vitalic Reaping (Apprentice IV)
Wild Chlorostorm (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Wild Chlorostorm (Apprentice III)	Wild Chlorostorm (Apprentice III)	Wild Chlorostorm (Apprentice III)	Wild Chlorostorm (Apprentice IV)
Winds of Healing (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Winds of Healing (Apprentice III)	Winds of Healing (Apprentice III)	Winds of Healing (Apprentice III)	Winds of Healing (Apprentice IV)
Word of Atonement (Apprentice)	Common	56	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Word of Atonement (Apprentice III)	Word of Atonement (Apprentice III)	Word of Atonement (Apprentice III)	Word of Atonement (Apprentice IV)
Aegis of Faith (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Aegis of Faith (Apprentice III)	Aegis of Faith (Apprentice III)	Aegis of Faith (Apprentice III)	Aegis of Faith (Apprentice IV)
Bestial Feast (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Bestial Feast (Apprentice III)	Bestial Feast (Apprentice III)	Bestial Feast (Apprentice III)	Bestial Feast (Apprentice IV)
Crystallize Spirit (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Crystallize Spirit (Apprentice III)	Crystallize Spirit (Apprentice III)	Crystallize Spirit (Apprentice III)	Crystallize Spirit (Apprentice IV)
Death Rot (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood	Death Rot (Apprentice III)	Death Rot (Apprentice III)	Death Rot (Apprentice III)	Death Rot (Apprentice IV)
Devoted Ministration (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Devoted Ministration (Apprentice III)	Devoted Ministration (Apprentice III)	Devoted Ministration (Apprentice III)	Devoted Ministration (Apprentice IV)
Exaltation of the Untamed (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Exaltation of the Untamed (Apprentice III)	Exaltation of the Untamed (Apprentice III)	Exaltation of the Untamed (Apprentice III)	Exaltation of the Untamed (Apprentice IV)
Fanatical Vengeance (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fanatical Vengeance (Apprentice III)	Fanatical Vengeance (Apprentice III)	Fanatical Vengeance (Apprentice III)	Fanatical Vengeance (Apprentice IV)
Grand Amelioration (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood	Grand Amelioration (Apprentice III)	Grand Amelioration (Apprentice III)	Grand Amelioration (Apprentice III)	Grand Amelioration (Apprentice IV)
Prophetic Aegis (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Prophetic Aegis (Apprentice III)	Prophetic Aegis (Apprentice III)	Prophetic Aegis (Apprentice III)	Prophetic Aegis (Apprentice IV)
Putrid Balm (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Putrid Balm (Apprentice III)	Putrid Balm (Apprentice III)	Putrid Balm (Apprentice III)	Putrid Balm (Apprentice IV)
Rejuvenating Rite (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Rejuvenating Rite (Apprentice III)	Rejuvenating Rite (Apprentice III)	Rejuvenating Rite (Apprentice III)	Rejuvenating Rite (Apprentice IV)
Shimmering Beam (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Shimmering Beam (Apprentice III)	Shimmering Beam (Apprentice III)	Shimmering Beam (Apprentice III)	Shimmering Beam (Apprentice IV)
Snapping Mandibles (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Snapping Mandibles (Apprentice III)	Snapping Mandibles (Apprentice III)	Snapping Mandibles (Apprentice III)	Snapping Mandibles (Apprentice IV)
Soul Blister (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Soul Blister (Apprentice III)	Soul Blister (Apprentice III)	Soul Blister (Apprentice III)	Soul Blister (Apprentice IV)
Stroke (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Stroke (Apprentice III)	Stroke (Apprentice III)	Stroke (Apprentice III)	Stroke (Apprentice IV)

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ARCANA (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Sunstrike (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Sunstrike (Apprentice III)	Sunstrike (Apprentice III)	Sunstrike (Apprentice III)	Sunstrike (Apprentice IV)
Sylvan Streams (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Sylvan Streams (Apprentice III)	Sylvan Streams (Apprentice III)	Sylvan Streams (Apprentice III)	Sylvan Streams (Apprentice IV)
Wild Salve (Apprentice)	Common	57	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Wild Salve (Apprentice III)	Wild Salve (Apprentice III)	Wild Salve (Apprentice III)	Wild Salve (Apprentice IV)
Aspect of the Hawk (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Aspect of the Hawk (Apprentice III)	Aspect of the Hawk (Apprentice III)	Aspect of the Hawk (Apprentice III)	Aspect of the Hawk (Apprentice IV)
Boundless Fury (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Boundless Fury (Apprentice III)	Boundless Fury (Apprentice III)	Boundless Fury (Apprentice III)	Boundless Fury (Apprentice IV)
Calcify (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Calcify (Apprentice III)	Calcify (Apprentice III)	Calcify (Apprentice III)	Calcify (Apprentice IV)
Confoundment (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Confoundment (Apprentice III)	Confoundment (Apprentice III)	Confoundment (Apprentice III)	Confoundment (Apprentice IV)
Consecrated Aura (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Consecrated Aura (Apprentice III)	Consecrated Aura (Apprentice III)	Consecrated Aura (Apprentice III)	Consecrated Aura (Apprentice IV)
Constrict (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Constrict (Apprentice III)	Constrict (Apprentice III)	Constrict (Apprentice III)	Constrict (Apprentice IV)
Dazzling Array (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Dazzling Array (Apprentice III)	Dazzling Array (Apprentice III)	Dazzling Array (Apprentice III)	Dazzling Array (Apprentice IV)
Drain Thought (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Drain Thought (Apprentice III)	Drain Thought (Apprentice III)	Drain Thought (Apprentice III)	Drain Thought (Apprentice IV)
Essence of the Great Bear (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Essence of the Great Bear (Apprentice III)	Essence of the Great Bear (Apprentice III)	Essence of the Great Bear (Apprentice III)	Essence of the Great Bear (Apprentice IV)
Fanatic's Faith (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fanatic's Faith (Apprentice III)	Fanatic's Faith (Apprentice III)	Fanatic's Faith (Apprentice III)	Fanatic's Faith (Apprentice IV)
Ferine Vim (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ferine Vim (Apprentice III)	Ferine Vim (Apprentice III)	Ferine Vim (Apprentice III)	Ferine Vim (Apprentice IV)
Fiery Inferno (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fiery Inferno (Apprentice III)	Fiery Inferno (Apprentice III)	Fiery Inferno (Apprentice III)	Fiery Inferno (Apprentice IV)
Foretelling (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Foretelling (Apprentice III)	Foretelling (Apprentice III)	Foretelling (Apprentice III)	Foretelling (Apprentice IV)
Harrowing Silence (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Harrowing Silence (Apprentice III)	Harrowing Silence (Apprentice III)	Harrowing Silence (Apprentice III)	Harrowing Silence (Apprentice IV)
Holy Redoubt (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Holy Redoubt (Apprentice III)	Holy Redoubt (Apprentice III)	Holy Redoubt (Apprentice III)	Holy Redoubt (Apprentice IV)
Incapacitate (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Incapacitate (Apprentice III)	Incapacitate (Apprentice III)	Incapacitate (Apprentice III)	Incapacitate (Apprentice IV)
Infernal Cloud (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Infernal Cloud (Apprentice III)	Infernal Cloud (Apprentice III)	Infernal Cloud (Apprentice III)	Infernal Cloud (Apprentice IV)
Malevolent Efflux (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Malevolent Efflux (Apprentice III)	Malevolent Efflux (Apprentice III)	Malevolent Efflux (Apprentice III)	Malevolent Efflux (Apprentice IV)
Portent (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Portent (Apprentice III)	Portent (Apprentice III)	Portent (Apprentice III)	Portent (Apprentice IV)
Seismic Tremor (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Seismic Tremor (Apprentice III)	Seismic Tremor (Apprentice III)	Seismic Tremor (Apprentice III)	Seismic Tremor (Apprentice IV)
Spirit of the Hunt (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Spirit of the Hunt (Apprentice III)	Spirit of the Hunt (Apprentice III)	Spirit of the Hunt (Apprentice III)	Spirit of the Hunt (Apprentice IV)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Symbol of Naltron (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Symbol of Naltron (Apprentice III)	Symbol of Naltron (Apprentice III)	Symbol of Naltron (Apprentice III)	Symbol of Naltron (Apprentice IV)
Thwart (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Thwart (Apprentice III)	Thwart (Apprentice III)	Thwart (Apprentice III)	Thwart (Apprentice IV)
Umbral Mettle (Apprentice)	Common	58	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Umbral Mettle (Apprentice III)	Umbral Mettle (Apprentice III)	Umbral Mettle (Apprentice III)	Umbral Mettle (Apprentice IV)
Brainburst (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Brainburst (Apprentice III)	Brainburst (Apprentice III)	Brainburst (Apprentice III)	Brainburst (Apprentice IV)
Chilling Inquest (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Chilling Inquest (Apprentice III)	Chilling Inquest (Apprentice III)	Chilling Inquest (Apprentice III)	Chilling Inquest (Apprentice IV)
Deathly Coil (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Deathly Coil (Apprentice III)	Deathly Coil (Apprentice III)	Deathly Coil (Apprentice III)	Deathly Coil (Apprentice IV)
Dire Invective (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Dire Invective (Apprentice III)	Dire Invective (Apprentice III)	Dire Invective (Apprentice III)	Dire Invective (Apprentice IV)
Fiery Annihilation (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fiery Annihilation (Apprentice III)	Fiery Annihilation (Apprentice III)	Fiery Annihilation (Apprentice III)	Fiery Annihilation (Apprentice IV)
Fiery Convulsions (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fiery Convulsions (Apprentice III)	Fiery Convulsions (Apprentice III)	Fiery Convulsions (Apprentice III)	Fiery Convulsions (Apprentice IV)
Judging Smite (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Judging Smite (Apprentice III)	Judging Smite (Apprentice III)	Judging Smite (Apprentice III)	Judging Smite (Apprentice IV)
Killing Swarm (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Killing Swarm (Apprentice III)	Killing Swarm (Apprentice III)	Killing Swarm (Apprentice III)	Killing Swarm (Apprentice IV)
Ruinous Anathema (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ruinous Anathema (Apprentice III)	Ruinous Anathema (Apprentice III)	Ruinous Anathema (Apprentice III)	Ruinous Anathema (Apprentice IV)
Ruthless Invocation (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Ruthless Invocation (Apprentice III)	Ruthless Invocation (Apprentice III)	Ruthless Invocation (Apprentice III)	Ruthless Invocation (Apprentice IV)
Sandstorm (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Sandstorm (Apprentice III)	Sandstorm (Apprentice III)	Sandstorm (Apprentice III)	Sandstorm (Apprentice IV)
Scourge of Shadows (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Scourge of Shadows (Apprentice III)	Scourge of Shadows (Apprentice III)	Scourge of Shadows (Apprentice III)	Scourge of Shadows (Apprentice IV)
Umbral Attendant (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Umbral Attendant (Apprentice III)	Umbral Attendant (Apprentice III)	Umbral Attendant (Apprentice III)	Umbral Attendant (Apprentice IV)
Unyielding Benediction (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Unyielding Benediction (Apprentice III)	Unyielding Benediction (Apprentice III)	Unyielding Benediction (Apprentice III)	Unyielding Benediction (Apprentice IV)
Vicious Torment (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Vicious Torment (Apprentice III)	Vicious Torment (Apprentice III)	Vicious Torment (Apprentice III)	Vicious Torment (Apprentice IV)
Winter's Sting (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Winter's Sting (Apprentice III)	Winter's Sting (Apprentice III)	Winter's Sting (Apprentice III)	Winter's Sting (Apprentice IV)
Wrath of the Grey (Apprentice)	Common	59	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Wrath of the Grey (Apprentice III)	Wrath of the Grey (Apprentice III)	Wrath of the Grey (Apprentice III)	Wrath of the Grey (Apprentice IV)
Aery Hunter (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Aery Hunter (Apprentice III)	Aery Hunter (Apprentice III)	Aery Hunter (Apprentice III)	Aery Hunter (Apprentice IV)
Altered Image (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Altered Image (Apprentice III)	Altered Image (Apprentice III)	Altered Image (Apprentice III)	Altered Image (Apprentice IV)
Benediction of the Wild (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Benediction of the Wild (Apprentice III)	Benediction of the Wild (Apprentice III)	Benediction of the Wild (Apprentice III)	Benediction of the Wild (Apprentice IV)

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ARCANA (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Blaze of Faith (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Blaze of Faith (Apprentice III)	Blaze of Faith (Apprentice III)	Blaze of Faith (Apprentice III)	Blaze of Faith (Apprentice IV)
Caliginous Corruption (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Caliginous Corruption (Apprentice III)	Caliginous Corruption (Apprentice III)	Caliginous Corruption (Apprentice III)	Caliginous Corruption (Apprentice IV)
Compelled Repentance (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Compelled Repentance (Apprentice III)	Compelled Repentance (Apprentice III)	Compelled Repentance (Apprentice III)	Compelled Repentance (Apprentice IV)
Construct of Reason (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Construct of Reason (Apprentice III)	Construct of Reason (Apprentice III)	Construct of Reason (Apprentice III)	Construct of Reason (Apprentice IV)
Corrupt Gift (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Corrupt Gift (Apprentice III)	Corrupt Gift (Apprentice III)	Corrupt Gift (Apprentice III)	Corrupt Gift (Apprentice IV)
Fanatical Healing (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Fanatical Healing (Apprentice III)	Fanatical Healing (Apprentice III)	Fanatical Healing (Apprentice III)	Fanatical Healing (Apprentice IV)
Gorging Thoughts (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Gorging Thoughts (Apprentice III)	Gorging Thoughts (Apprentice III)	Gorging Thoughts (Apprentice III)	Gorging Thoughts (Apprentice IV)
Grand Restoration (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Grand Restoration (Apprentice III)	Grand Restoration (Apprentice III)	Grand Restoration (Apprentice III)	Grand Restoration (Apprentice IV)
Inferno Surge (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Inferno Surge (Apprentice III)	Inferno Surge (Apprentice III)	Inferno Surge (Apprentice III)	Inferno Surge (Apprentice IV)
Learned Healing (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Learned Healing (Apprentice III)	Learned Healing (Apprentice III)	Learned Healing (Apprentice III)	Learned Healing (Apprentice IV)
Litany of Anguish (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Litany of Anguish (Apprentice III)	Litany of Anguish (Apprentice III)	Litany of Anguish (Apprentice III)	Litany of Anguish (Apprentice IV)
Mark of the Celestial (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Mark of the Celestial (Apprentice III)	Mark of the Celestial (Apprentice III)	Mark of the Celestial (Apprentice III)	Mark of the Celestial (Apprentice IV)
Nature's Elixir (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Nature's Elixir (Apprentice III)	Nature's Elixir (Apprentice III)	Nature's Elixir (Apprentice III)	Nature's Elixir (Apprentice IV)
Nightshade (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Nightshade (Apprentice III)	Nightshade (Apprentice III)	Nightshade (Apprentice III)	Nightshade (Apprentice IV)
Primal Spirit (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Primal Spirit (Apprentice III)	Primal Spirit (Apprentice III)	Primal Spirit (Apprentice III)	Primal Spirit (Apprentice IV)
Rapacity (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Rapacity (Apprentice III)	Rapacity (Apprentice III)	Rapacity (Apprentice III)	Rapacity (Apprentice IV)
Sacrificial Deliverance (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Sacrificial Deliverance (Apprentice III)	Sacrificial Deliverance (Apprentice III)	Sacrificial Deliverance (Apprentice III)	Sacrificial Deliverance (Apprentice IV)
Spirit of the Mammoth (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Spirit of the Mammoth (Apprentice III)	Spirit of the Mammoth (Apprentice III)	Spirit of the Mammoth (Apprentice III)	Spirit of the Mammoth (Apprentice IV)
Starnova (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Starnova (Apprentice III)	Starnova (Apprentice III)	Starnova (Apprentice III)	Starnova (Apprentice IV)
Verdant Bliss (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Verdant Bliss (Apprentice III)	Verdant Bliss (Apprentice III)	Verdant Bliss (Apprentice III)	Verdant Bliss (Apprentice IV)
Winds of Arctic Cold (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Winds of Arctic Cold (Apprentice III)	Winds of Arctic Cold (Apprentice III)	Winds of Arctic Cold (Apprentice III)	Winds of Arctic Cold (Apprentice IV)
Wrath of the Ancients (Apprentice)	Common	60	Finish	Engraved Desk	Ardent Ink	Danshi Paper	Sandalwood Quill	Wrath of the Ancients (Apprentice III)	Wrath of the Ancients (Apprentice III)	Wrath of the Ancients (Apprentice III)	Wrath of the Ancients (Apprentice IV)

CRAFTSMANSHIP

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Planed Sandalwood Lumber	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	—	Crude Planed Sandalwood Lumber	Shaped Planed Sandalwood Lumber	Planed Sandalwood Lumber	Pristine Planed Sandalwood Lumber
Rough Sandcloth Padding	Common	50	Interim	Sewing Table & Mannequin	Rough Sandcloth Yarn	Meso Wash	—	Crude Sandcloth Padding	Shaped Sandcloth Padding	Sandcloth Padding	Pristine Sandcloth Padding
Sandalwood Dowel	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	—	Crude Sandalwood Dowel	Shaped Sandalwood Dowel	Sandalwood Dowel	Pristine Sandalwood Dowel
Sandalwood Lumber	Common	50	Refine	Woodworking Table	Raw Sandalwood	Meso Resin	—	Crude Sandalwood Lumber	Shaped Sandalwood Lumber	Sandalwood Lumber	Pristine Sandalwood Lumber
Sandalwood Stave	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	—	Crude Sandalwood Stave	Shaped Sandalwood Stave	Sandalwood Stave	Pristine Sandalwood Stave
Stonehide Leather Cord	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	—	Crude Stonehide Cord	Shaped Stonehide Cord	Stonehide Cord	Pristine Stonehide Cord
Orcish Meat Bucket	Common	51	Finish	Woodworking Table	Planed Sandalwood	Indium Stud	Indium Spike	Crude Orcish Meat Bucket	Shaped Orcish Meat Bucket	Orcish Meat Bucket	Pristine Orcish Meat Bucket
Rujarkian Firepit	Common	51	Finish	Woodworking Table	Indium Plate	Indium Stud	Indium Spike	Crude Rujarkian Firepit	Shaped Rujarkian Firepit	Rujarkian Firepit	Pristine Rujarkian Firepit
Meat Hanger	Common	52	Finish	Woodworking Table	Planed Sandalwood	Indium Stud	Indium Spike	Crude Meat Hanger	Shaped Meat Hanger	Meat Hanger	Pristine Meat Hanger
Rujarkian Signal Fire	Common	52	Finish	Woodworking Table	Indium Plate	Indium Stud	Indium Spike	Crude Rujarkian Signal Fire	Shaped Rujarkian Signal Fire	Rujarkian Signal Fire	Pristine Rujarkian Signal Fire
Small Stool	Common	52	Finish	Woodworking Table	Planed Sandalwood	Sandalwood Dowel	Sandcloth Padding	Crude Small Stool	Shaped Small Stool	Small Stool	Pristine Small Stool
Worn Straw Mat	Common	53	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Sandcloth Padding	Stonehide Cord	Crude Worn Straw Mat	Shaped Worn Straw Mat	Worn Straw Mat	Pristine Worn Straw Mat
Djinn's Mandolin	Common	54	Finish	Woodworking Table	Planed Sandalwood	Indium Stud	Stonehide Cord	Crude Djinn's Mandolin	Shaped Djinn's Mandolin	Djinn's Mandolin	Pristine Djinn's Mandolin
Djinn's Pillow Set	Common	54	Finish	Woodworking Table	Sandcloth Cloth	Sandcloth Padding	Stonehide Cord	Crude Djinn's Pillow Set	Shaped Djinn's Pillow Set	Djinn's Pillow Set	Pristine Djinn's Pillow Set
Maj'Dul Market Basket	Common	54	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Stonehide Cord	Crude Maj'Dul Market Basket	Shaped Maj'Dul Market Basket	Maj'Dul Market Basket	Pristine Maj'Dul Market Basket
Mystical Mirror	Common	54	Finish	Woodworking Table	Indium Plate	Indium Stud	Indium Spike	Crude Mystical Mirror	Shaped Mystical Mirror	Mystical Mirror	Pristine Mystical Mirror
Potted Palm	Common	54	Finish	Woodworking Table	Unodecanoid Loam	Sandcloth Padding	Ardent Dye	Crude Potted Palm	Shaped Potted Palm	Potted Palm	Pristine Potted Palm
Blue Tent	Common	55	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Blue Tent	Shaped Blue Tent	Blue Tent	Pristine Blue Tent
Dervish Lashing Board	Common	55	Finish	Woodworking Table	Planed Sandalwood	Indium Stud	Indium Spike	Crude Dervish Lashing Board	Shaped Dervish Lashing Board	Dervish Lashing Board	Pristine Dervish Lashing Board
Orange Tent	Common	55	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Orange Tent	Shaped Orange Tent	Orange Tent	Pristine Orange Tent
Red Tent	Common	55	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Red Tent	Shaped Red Tent	Red Tent	Pristine Red Tent
Round Quilted Rug	Common	55	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Sandcloth Padding	Stonehide Cord	Crude Round Quilted Rug	Shaped Round Quilted Rug	Round Quilted Rug	Pristine Round Quilted Rug
Sandalwood Strong Box	Common	55	Finish	Woodworking Table	Planed Sandalwood	Indium Stud	Indium Sheet	Crude Sandalwood Strong Box	Shaped Sandalwood Strong Box	Sandalwood Strong Box	Pristine Sandalwood Strong Box

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CRAFTSMANSHIP (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Square Quilted Rug	Common	55	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Sandcloth Padding	Stonehide Cord	Crude Square Quilted Rug	Shaped Square Quilted Rug	Square Quilted Rug	Pristine Square Quilted Rug
Teal Tent	Common	55	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Teal Tent	Shaped Teal Tent	Teal Tent	Pristine Teal Tent
Large Urn	Common	56	Finish	Woodworking Table	Unodecanoid Loam	Sandcloth Padding	Ardent Dye	Crude Large Urn	Shaped Large Urn	Large Urn	Pristine Large Urn
Small Urn	Common	56	Finish	Woodworking Table	Unodecanoid Loam	Sandcloth Padding	Ardent Dye	Crude Small Urn	Shaped Small Urn	Small Urn	Pristine Small Urn
Maj'Dul Door Knocker	Common	57	Finish	Woodworking Table	Planed Sandalwood	Indium Stud	Indium Spike	Crude Maj'Dul Door Knocker	Shaped Maj'Dul Door Knocker	Maj'Dul Door Knocker	Pristine Maj'Dul Door Knocker
Ornate Porcelain Urn	Common	57	Finish	Woodworking Table	Unodecanoid Loam	Sandcloth Padding	Ardent Dye	Crude Ornate Porcelain Urn	Shaped Ornate Porcelain Urn	Ornate Porcelain Urn	Pristine Ornate Porcelain Urn
Small Rounded Urn	Common	57	Finish	Woodworking Table	Unodecanoid Loam	Sandcloth Padding	Ardent Dye	Crude Small Rounded Urn	Shaped Small Rounded Urn	Small Rounded Urn	Pristine Small Rounded Urn
Alabaster Eggs	Common	58	Finish	Woodworking Table	Unodecanoid Loam	Sandcloth Padding	Ardent Dye	Crude Alabaster Eggs	Shaped Alabaster Eggs	Alabaster Eggs	Pristine Alabaster Eggs
Dragon Nest	Common	58	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Stonehide Cord	Crude Dragon Nest	Shaped Dragon Nest	Dragon Nest	Pristine Dragon Nest
Marble Eggs	Common	58	Finish	Woodworking Table	Unodecanoid Loam	Sandcloth Padding	Ardent Dye	Crude Marble Eggs	Shaped Marble Eggs	Marble Eggs	Pristine Marble Eggs
Nomad Tent	Common	58	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Nomad Tent	Shaped Nomad Tent	Nomad Tent	Pristine Nomad Tent
Double Nomad Tent	Common	59	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Double Nomad Tent	Shaped Double Nomad Tent	Double Nomad Tent	Pristine Double Nomad Tent
Maroon Nomad Tent	Common	59	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Maroon Nomad Tent	Shaped Maroon Nomad Tent	Maroon Nomad Tent	Pristine Maroon Nomad Tent
Purple Nomad Tent	Common	59	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Purple Nomad Tent	Shaped Purple Nomad Tent	Purple Nomad Tent	Pristine Purple Nomad Tent
Small Sandalwood Crate	Common	59	Finish	Woodworking Table	Planed Sandalwood	Sandcloth Padding	Indium Spike	Crude Small Sandalwood Crate	Shaped Small Sandalwood Crate	Small Sandalwood Crate	Pristine Small Sandalwood Crate

CULINARY

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Candied Macadamia	Common	50	Refine	Stove & Keg	Raw Macadamia	Refined Clove	—	Bland Candied Macadamia	Savory Candied Macadamia	Candied Macadamia	Delectable Candied Macadamia
Candied Pear	Common	50	Refine	Stove & Keg	Raw Prickly Pear	Clove	—	Bland Candied Pear	Savory Candied Pear	Candied Pear	Delectable Candied Pear
Dark Prickly Malt	Common	50	Refine	Stove & Keg	Roasted Prickly Pear	Liquid	—	Watery Dark Prickly Malt	Chilled Dark Prickly Malt	Dark Prickly Malt	Refreshing Dark Prickly Malt
Prickly Malt	Common	50	Refine	Stove & Keg	Raw Prickly Pear	Liquid	—	Watery Prickly Malt	Chilled Prickly Malt	Prickly Malt	Refreshing Prickly Malt
Refine Clove	Common	50	Refine	Stove & Keg	Raw Clove	Liquid	—	Low Grade Clove	Medium Grade Clove	Clove	High Grade Clove
Refine Coriander	Common	50	Refine	Stove & Keg	Raw Coriander	Liquid	—	Low Grade Coriander	Medium Grade Coriander	Coriander	High Grade Coriander
Refine Darjeeling Tea Leaf	Common	50	Refine	Stove & Keg	Raw Darjeeling Tea Leaf	Liquid	—	Low Grade Darjeeling Tea Leaf	Medium Grade Darjeeling Tea Leaf	Darjeeling Tea Leaf	High Grade Darjeeling Tea Leaf


 APPENDIX

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Roasted Artichoke	Common	50	Refine	Stove & Keg	Raw Artichoke	Refined Coriander	–	Bland Roasted Artichoke	Savory Roasted Artichoke	Roasted Artichoke	Delectable Roasted Artichoke
Roasted Prickly Pear	Common	50	Interim	Stove & Keg	Raw Prickly Pear	Liquid	–	Low Grade Roasted Prickly Pear	Medium Grade Roasted Prickly Pear	Roasted Prickly Pear	High Grade Roasted Prickly Pear
Caiman Steak	Common	51	Refine	Stove & Keg	Caiman Meat	Packet of Spice	–	Bland Caiman Steak	Savory Caiman Steak	Caiman Steak	Delectable Caiman Steak
Coriander Soup Broth	Common	51	Refine	Stove & Keg	Refined Coriander	Liquid	–	Bland Coriander Soup Broth	Savory Coriander Soup Broth	Coriander Soup Broth	Delectable Coriander Soup Broth
Darjeeling Tea	Common	51	Interim	Stove & Keg	Refined Darjeeling Tea Leaf	Liquid	–	Watery Darjeeling Tea	Chilled Darjeeling Tea	Darjeeling Tea	Refreshing Darjeeling Tea
Eel Steak	Common	51	Refine	Stove & Keg	Conger Eel	Packet of Spice	–	Bland Eel Steak	Savory Eel Steak	Eel Steak	Delectable Eel Steak
Frizznik's Starcrest Cream	Common	51	Interim	Stove & Keg	Prickly Malt	Cream	Yeast	Watery Frizznik's Starcrest Cream	Chilled Frizznik's Starcrest Cream	Frizznik's Starcrest Cream	Refreshing Frizznik's Starcrest Cream
Grilled Herring	Common	51	Refine	Stove & Keg	Red Herring	Packet of Spice	–	Bland Grilled Herring	Savory Grilled Herring	Grilled Herring	Delectable Grilled Herring
Maj'Dul Coffee	Common	51	Interim	Stove & Keg	Maj'Dul Coffee Bean	Liquid	–	Watery Maj'Dul Coffee	Chilled Maj'Dul Coffee	Maj'Dul Coffee	Refreshing Maj'Dul Coffee
Pear Juice	Common	51	Interim	Stove & Keg	Raw Prickly Pear	Liquid	–	Watery Pear Juice	Chilled Pear Juice	Pear Juice	Refreshing Pear Juice
Sabertooth Steak	Common	51	Refine	Stove & Keg	Sabertooth Meat	Packet of Spice	–	Bland Sabertooth Steak	Savory Sabertooth Steak	Sabertooth Steak	Delectable Sabertooth Steak
Artichoke Omelet	Common	52	Interim	Stove & Keg	Roasted Artichoke	Egg	–	Bland Artichoke Omelet	Savory Artichoke Omelet	Artichoke Omelet	Delectable Artichoke Omelet
Clove Fizzlepop	Common	52	Finish	Stove & Keg	Refined Clove	Aerated Mineral Water	–	Watery Clove Fizzlepop	Chilled Clove Fizzlepop	Clove Fizzlepop	Refreshing Clove Fizzlepop
Dried Pear	Common	52	Interim	Stove & Keg	Candied Pear	Refined Clove	–	Bland Dried Pear	Savory Dried Pear	Dried Pear	Delectable Dried Pear
Pear Wine	Common	52	Finish	Stove & Keg	Pear Juice	Sugar	Yeast	Watery Pear Wine	Chilled Pear Wine	Pear Wine	Refreshing Pear Wine
Breaded Shrimp	Common	53	Interim	Stove & Keg	Tiger Shrimp	Bread	Refined Coriander	Bland Breaded Shrimp	Savory Breaded Shrimp	Breaded Shrimp	Delectable Breaded Shrimp
Caiman Casserole	Common	53	Interim	Stove & Keg	Caiman Steak	Roasted Artichoke	Refined Coriander	Bland Caiman Casserole	Savory Caiman Casserole	Caiman Casserole	Delectable Caiman Casserole
Caiman Jerky	Common	53	Interim	Stove & Keg	Caiman Steak	Packet of Spice	–	Bland Caiman Jerky	Savory Caiman Jerky	Caiman Jerky	Delectable Caiman Jerky
Caiman Soup	Common	53	Interim	Stove & Keg	Caiman Steak	Coriander Soup Broth	–	Bland Caiman Soup	Savory Caiman Soup	Caiman Soup	Delectable Caiman Soup
Dark Pear Ale	Common	53	Finish	Stove & Keg	Dark Prickly Malt	Yeast	–	Watery Dark Pear Ale	Chilled Dark Pear Ale	Dark Pear Ale	Refreshing Dark Pear Ale
Golden Eye	Common	53	Finish	Stove & Keg	Frizznik's Starcrest Cream	Raw Macadamia	–	Watery Golden Eye	Chilled Golden Eye	Golden Eye	Refreshing Golden Eye
Pear Beer	Common	53	Finish	Stove & Keg	Prickly Malt	Yeast	–	Watery Pear Beer	Chilled Pear Beer	Pear Beer	Refreshing Pear Beer
Pear Malted Milk	Common	53	Finish	Stove & Keg	Prickly Malt	Milk	–	Watery Pear Malted Milk	Chilled Pear Malted Milk	Pear Malted Milk	Refreshing Pear Malted Milk
Artichoke Stew	Common	54	Interim	Stove & Keg	Roasted Artichoke	Coriander Soup Broth	–	Bland Artichoke Stew	Savory Artichoke Stew	Artichoke Stew	Delectable Artichoke Stew
Baked Sabertooth Brisket	Common	54	Interim	Stove & Keg	Sabertooth Steak	Packet of Spice	–	Bland Baked Sabertooth Brisket	Savory Baked Sabertooth Brisket	Baked Sabertooth Brisket	Delectable Baked Sabertooth Brisket
Beer Braised Caiman	Common	54	Interim	Stove & Keg	Caiman Steak	Homebrew Beer	–	Bland Beer Braised Caiman	Savory Beer Braised Caiman	Beer Braised Caiman	Delectable Beer Braised Caiman
Gingerbread Man	Common	54	Finish	Stove & Keg	Frizznik's Starcrest Cream	Sugar	Raw Clove	Watery Gingerbread Man	Chilled Gingerbread Man	Gingerbread Man	Refreshing Gingerbread Man
Herring Sandwich	Common	54	Interim	Stove & Keg	Grilled Herring	Bread	Refined Coriander	Bland Herring Sandwich	Savory Herring Sandwich	Herring Sandwich	Delectable Herring Sandwich


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CULINARY (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Macadamia Fudge	Common	54	Interim	Stove & Keg	Candied Macadamia	Chocolate Bar	Cream	Bland Macadamia Fudge	Savory Macadamia Fudge	Macadamia Fudge	Delectable Macadamia Fudge
Mulled Pear Wine	Common	54	Finish	Stove & Keg	Pear Wine	Raw Clove	—	Watery Mulled Pear Wine	Chilled Mulled Pear Wine	Mulled Pear Wine	Refreshing Mulled Pear Wine
Pear Tea	Common	54	Finish	Stove & Keg	Darjeeling Tea	Pear Juice	—	Watery Pear Tea	Chilled Pear Tea	Pear Tea	Refreshing Pear Tea
Chai	Common	55	Finish	Stove & Keg	Darjeeling Tea	Raw Clove	—	Watery Chai	Chilled Chai	Chai	Refreshing Chai
Herring Jerky	Common	55	Interim	Stove & Keg	Grilled Herring	Packet of Spice	—	Bland Herring Jerky	Savory Herring Jerky	Herring Jerky	Delectable Herring Jerky
Pear Cider	Common	55	Finish	Stove & Keg	Raw Prickly Pear	Yeast	—	Watery Pear Cider	Chilled Pear Cider	Pear Cider	Refreshing Pear Cider
Shrimp Pasta	Common	55	Interim	Stove & Keg	Tiger Shrimp	Pasta	Refined Coriander	Bland Shrimp Pasta	Savory Shrimp Pasta	Shrimp Pasta	Delectable Shrimp Pasta
Caiman Pasta	Common	56	Interim	Stove & Keg	Caiman Steak	Pasta	Refined Coriander	Bland Caiman Pasta	Savory Caiman Pasta	Caiman Pasta	Delectable Caiman Pasta
Caiman Pie	Common	56	Interim	Stove & Keg	Caiman Steak	Dough	Refined Coriander	Bland Caiman Pie	Savory Caiman Pie	Caiman Pie	Delectable Caiman Pie
Chocolate Pear Cake	Common	56	Interim	Stove & Keg	Candied Pear	Flour	Chocolate Bar	Bland Chocolate Pear Cake	Savory Chocolate Pear Cake	Chocolate Pear Cake	Delectable Chocolate Pear Cake
Eel Soup	Common	56	Interim	Stove & Keg	Eel Steak	Coriander Soup Broth	—	Bland Eel Soup	Savory Eel Soup	Eel Soup	Delectable Eel Soup
Fiery Sabertooth Steak	Common	56	Interim	Stove & Keg	Sabertooth Steak	Pepper	Refined Coriander	Bland Fiery Sabertooth Steak	Savory Fiery Sabertooth Steak	Fiery Sabertooth Steak	Delectable Fiery Sabertooth Steak
Glogg	Common	56	Finish	Stove & Keg	Frizznik's Starcrest Cream	Refined Clove	—	Watery Glogg	Chilled Glogg	Glogg	Refreshing Glogg
Macadamia Pie	Common	56	Interim	Stove & Keg	Candied Macadamia	Dough	Refined Clove	Bland Macadamia Pie	Savory Macadamia Pie	Macadamia Pie	Delectable Macadamia Pie
Pear Fizzlepop	Common	56	Finish	Stove & Keg	Clove Fizzlepop	Pear Juice	—	Watery Pear Fizzlepop	Chilled Pear Fizzlepop	Pear Fizzlepop	Refreshing Pear Fizzlepop
Starcrest Kiss	Common	56	Finish	Stove & Keg	Frizznik's Starcrest Cream	Raw Clove	Sugar	Watery Starcrest Kiss	Chilled Starcrest Kiss	Starcrest Kiss	Refreshing Starcrest Kiss
Artichoke Kalish	Common	57	Finish	Stove & Keg	Roasted Artichoke	Liquid	Yeast	Watery Artichoke Kalish	Chilled Artichoke Kalish	Artichoke Kalish	Refreshing Artichoke Kalish
Chocolate Covered Macadamia	Common	57	Interim	Stove & Keg	Candied Macadamia	Chocolate Bar	—	Bland Chocolate Covered Macadamia	Savory Chocolate Covered Macadamia	Chocolate Covered Macadamia	Delectable Chocolate Covered Macadamia
Chocolate Covered Pear	Common	57	Interim	Stove & Keg	Candied Pear	Chocolate Bar	—	Bland Chocolate Covered Pear	Savory Chocolate Covered Pear	Chocolate Covered Pear	Delectable Chocolate Covered Pear
Clove Cake	Common	57	Interim	Stove & Keg	Refined Clove	Flour	Egg	Bland Clove Cake	Savory Clove Cake	Clove Cake	Delectable Clove Cake
Clove Cookies	Common	57	Interim	Stove & Keg	Refined Clove	Dough	—	Bland Clove Cookies	Savory Clove Cookies	Clove Cookies	Delectable Clove Cookies
Pear Sparkling Wine	Common	57	Finish	Stove & Keg	Clove Fizzlepop	Pear Juice	Yeast	Watery Pear Sparkling Wine	Chilled Pear Sparkling Wine	Pear Sparkling Wine	Refreshing Pear Sparkling Wine
Caiman Sandwich	Common	58	Interim	Stove & Keg	Caiman Steak	Bread	Refined Coriander	Bland Caiman Sandwich	Savory Caiman Sandwich	Caiman Sandwich	Delectable Caiman Sandwich
Coriander Grilled Caiman	Common	58	Interim	Stove & Keg	Caiman Steak	Refined Coriander	—	Bland Coriander Grilled Caiman	Savory Coriander Grilled Caiman	Coriander Grilled Caiman	Delectable Coriander Grilled Caiman
Coriander Grilled Herring	Common	58	Interim	Stove & Keg	Grilled Herring	Refined Coriander	—	Bland Coriander Grilled Herring	Savory Coriander Grilled Herring	Coriander Grilled Herring	Delectable Coriander Grilled Herring
Creamed Maj'Dul Coffee	Common	58	Finish	Stove & Keg	Maj'Dul Coffee	Milk	Sugar	Watery Creamed Maj'Dul Coffee	Chilled Creamed Maj'Dul Coffee	Creamed Maj'Dul Coffee	Refreshing Creamed Maj'Dul Coffee
Pear Muffins	Common	58	Interim	Stove & Keg	Candied Pear	Flour	Refined Clove	Bland Pear Muffins	Savory Pear Muffins	Pear Muffins	Delectable Pear Muffins
Pear Pie	Common	58	Interim	Stove & Keg	Candied Pear	Dough	Refined Clove	Bland Pear Pie	Savory Pear Pie	Pear Pie	Delectable Pear Pie
					Primary						

Recipe Name	Tier	Level	Process	Device	Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Starcrest Coffee	Common	58	Finish	Stove & Keg	Frizznik's Starcrest Cream	Maj'Dul Coffee	–	Watery Starcrest Coffee	Chilled Starcrest Coffee	Starcrest Coffee	Refreshing Starcrest Coffee
Denmother's Trail Mix	Common	59	Interim	Stove & Keg	Candied Macadamia	Candied Pear	Refined Clove	Bland Denmother's Trail Mix	Savory Denmother's Trail Mix	Denmother's Trail Mix	Delectable Denmother's Trail Mix
Herring Casserole	Common	59	Interim	Stove & Keg	Grilled Herring	Roasted Artichoke	Refined Coriander	Bland Herring Casserole	Savory Herring Casserole	Herring Casserole	Delectable Herring Casserole
Mental Core Breach	Common	59	Finish	Stove & Keg	Pear Cider	Pear Wine	Clove Fizzleplop	Watery Mental Core Breach	Chilled Mental Core Breach	Mental Core Breach	Refreshing Mental Core Breach
Pear Cheesecake	Common	59	Interim	Stove & Keg	Candied Pear	Dough	Cream Cheese	Bland Pear Cheesecake	Savory Pear Cheesecake	Pear Cheesecake	Delectable Pear Cheesecake
The Overlord	Common	59	Finish	Stove & Keg	Pear Wine	Clove Fizzleplop	–	Watery Overlord	Chilled Overlord	The Overlord	Refreshing Overlord

GEOMANCY

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Beryllium Bar	Common	50	Refine	Work Bench	Raw Beryllium	Mezzolith Temper	Crude Beryllium Bar	Shaped Beryllium Bar	Beryllium Bar	Pristine Beryllium Bar
Beryllium Ornament	Common	50	Interim	Work Bench	Refined Beryllium	Meso Resin	Crude Beryllium Ornament	Shaped Beryllium Ornament	Beryllium Ornament	Pristine Beryllium Ornament
Beryllium Setting	Common	50	Interim	Work Bench	Refined Beryllium	Meso Resin	Crude Beryllium Setting	Shaped Beryllium Setting	Beryllium Setting	Pristine Beryllium Setting
Beryllium Sheet	Common	50	Interim	Work Bench	Refined Beryllium	Mezzolith Temper	Crude Beryllium Sheet	Shaped Beryllium Sheet	Beryllium Sheet	Pristine Beryllium Sheet
Faceted Nacre	Common	50	Interim	Work Bench	Refined Nacre	Meso Oil	Crude Faceted Nacre	Shaped Faceted Nacre	Faceted Nacre	Pristine Faceted Nacre
Indium Arrow Head	Common	50	Interim	Forge	Indium Bar	Mezzolith Temper	Indium Arrow Head	Indium Arrow Head	Indium Arrow Head	Indium Arrow Head
Indium Bar	Common	50	Refine	Forge	Raw Indium	Mezzolith Temper	Crude Indium Bar	Shaped Indium Bar	Indium Bar	Pristine Indium Bar
Indium Buckle	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Buckle	Shaped Indium Buckle	Indium Buckle	Pristine Indium Buckle
Indium Chain Links	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Chain Links	Shaped Indium Chain Links	Indium Chain Links	Pristine Indium Chain Links
Indium Crossguard	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Cross Guard	Shaped Indium Cross Guard	Indium Cross Guard	Pristine Indium Cross Guard
Indium Edge	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Edge	Shaped Indium Edge	Indium Edge	Pristine Indium Edge
Indium Hammer Head	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Hammer Head	Shaped Indium Hammer Head	Indium Hammer Head	Pristine Indium Hammer Head
Indium Hook	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Hook	Shaped Indium Hook	Indium Hook	Pristine Indium Hook
Indium Plate	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Plate	Shaped Indium Plate	Indium Plate	Pristine Indium Plate
Indium Pommel	Common	50	Interim	Forge	Refined Indium	Meso Oil	Crude Indium Pommel	Shaped Indium Pommel	Indium Pommel	Pristine Indium Pommel
Indium Rings	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Rings	Shaped Indium Rings	Indium Rings	Pristine Indium Rings
Indium Sheet	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Sheet	Shaped Indium Sheet	Indium Sheet	Pristine Indium Sheet
Indium Shod	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Shod	Shaped Indium Shod	Indium Shod	Pristine Indium Shod

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GEOMANCY (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Indium Spike	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Spike	Shaped Indium Spike	Indium Spike	Pristine Indium Spike
Indium Strut	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Strut	Shaped Indium Strut	Indium Strut	Pristine Indium Strut
Indium Stud	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	Crude Indium Stud	Shaped Indium Stud	Indium Stud	Pristine Indium Stud
Nacre Gem	Common	50	Refine	Work Bench	Raw Nacre	Meso Resin	Crude Nacre Gem	Shaped Nacre Gem	Nacre Gem	Pristine Nacre Gem

HEAVY ARMORING

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	BC3 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Indium Bar	Common	50	Refine	Forge	Raw Indium	Mezzolith Temper	—	—	Crude Indium Bar	Shaped Indium Bar	Indium Bar	Pristine Indium Bar
Indium Plate	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	—	Crude Indium Plate	Shaped Indium Plate	Indium Plate	Pristine Indium Plate
Indium Rings	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	—	Crude Indium Rings	Shaped Indium Rings	Indium Rings	Pristine Indium Rings
Indium Sheet	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	—	Crude Indium Sheet	Shaped Indium Sheet	Indium Sheet	Pristine Indium Sheet
Indium Chainmail Boots	Common	51	Finish	Forge	Indium Rings	Generic Sandcloth Pattern	Sandcloth Padding	—	Crude Forged Indium Chainmail Boots	Shaped Forged Indium Chainmail Boots	Forged Indium Chainmail Boots	Pristine Forged Indium Chainmail Boots
Indium Chainmail Gloves	Common	51	Finish	Forge	Indium Rings	Sandcloth Padding	Generic Sandcloth Pattern	—	Crude Forged Indium Chainmail Gloves	Shaped Forged Indium Chainmail Gloves	Forged Indium Chainmail Gloves	Pristine Forged Indium Chainmail Gloves
Indium Vanguard Gauntlets	Common	51	Finish	Forge	Indium Plate	Indium Sheet	Indium Stud	—	Crude Forged Indium Vanguard Gauntlets	Shaped Forged Indium Vanguard Gauntlets	Forged Indium Vanguard Gauntlets	Pristine Forged Indium Vanguard Gauntlets
Indium Chainmail Coif	Common	52	Finish	Forge	Indium Rings	Sandcloth Padding	Generic Sandcloth Pattern	—	Crude Forged Indium Chainmail Coif	Shaped Forged Indium Chainmail Coif	Forged Indium Chainmail Coif	Pristine Forged Indium Chainmail Coif
Indium Vanguard Barbute	Common	53	Finish	Forge	Indium Plate	Indium Sheet	Indium Stud	—	Crude Forged Indium Vanguard Barbute	Shaped Forged Indium Vanguard Barbute	Forged Indium Vanguard Barbute	Pristine Forged Indium Vanguard Barbute
Indium Chainmail Mantle	Common	54	Finish	Forge	Indium Rings	Sandcloth Padding	Generic Sandcloth Pattern	—	Crude Forged Indium Chainmail Mantle	Shaped Forged Indium Chainmail Mantle	Forged Indium Chainmail Mantle	Pristine Forged Indium Chainmail Mantle
Indium Vanguard Spaulders	Common	55	Finish	Forge	Indium Plate	Indium Stud	Indium Sheet	—	Crude Forged Indium Vanguard Spaulders	Shaped Forged Indium Vanguard Spaulders	Forged Indium Vanguard Spaulders	Pristine Forged Indium Vanguard Spaulders
Indium Chainmail Bracers	Common	56	Finish	Forge	Indium Rings	Generic Sandcloth Pattern	Sandcloth Padding	—	Crude Forged Indium Chainmail Bracer	Shaped Forged Indium Chainmail Bracer	Forged Indium Chainmail Bracer	Pristine Forged Indium Chainmail Bracer
Indium Vanguard Gussets	Common	57	Finish	Forge	Indium Plate	Indium Sheet	Indium Stud	—	Crude Forged Indium Vanguard Gussets	Shaped Forged Indium Vanguard Gussets	Forged Indium Vanguard Gussets	Pristine Forged Indium Vanguard Gussets
Indium Vanguard Sabatons	Common	57	Finish	Forge	Indium Plate	Indium Sheet	Indium Stud	—	Crude Forged Indium Vanguard Sabatons	Shaped Forged Indium Vanguard Sabatons	Forged Indium Vanguard Sabatons	Pristine Forged Indium Vanguard Sabatons
Indium Chainmail Leggings	Common	58	Finish	Forge	Indium Rings	Sandcloth Padding	Generic Sandcloth Pattern	Stonehide Harness	Crude Forged Indium Chainmail Leggings	Shaped Forged Indium Chainmail Leggings	Forged Indium Chainmail Leggings	Pristine Forged Indium Chainmail Leggings

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	BC3 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Indium Vanguard Greaves	Common	58	Finish	Forge	Indium Plate	Indium Sheet	Indium Stud	Stonehide Harness	Crude Forged Indium Vanguard Greaves	Shaped Forged Indium Vanguard Greaves	Forged Indium Vanguard Greaves	Pristine Forged Indium Vanguard Greaves
Indium Chainmail Coat	Common	59	Finish	Forge	Indium Rings	Stonehide Harness	Sandcloth Padding	Generic Sandcloth Pattern	Crude Forged Indium Chainmail Coat	Shaped Forged Indium Chainmail Coat	Forged Indium Chainmail Coat	Pristine Forged Indium Chainmail Coat
Indium Vanguard Cuirass	Common	59	Finish	Forge	Indium Plate	Stonehide Harness	Indium Sheet	Indium Stud	Crude Forged Indium Vanguard Cuirass	Shaped Forged Indium Vanguard Cuirass	Forged Indium Vanguard Cuirass	Pristine Forged Indium Vanguard Cuirass

LIGHT ARMORING

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Rough Sandcloth Padding	Common	50	Interim	Sewing Table & Mannequin	Rough Sandcloth Yarn	Meso Wash	–	Crude Sandcloth Padding	Shaped Sandcloth Padding	Sandcloth Padding	Pristine Sandcloth Padding
Sandcloth Cloth	Common	50	Interim	Sewing Table & Mannequin	Refined Sandcloth Thread	Sandcloth Yarn	–	Crude Sandcloth Cloth	Shaped Sandcloth Cloth	Sandcloth Cloth	Pristine Sandcloth Cloth
Sandcloth Thread	Common	50	Refine	Sewing Table & Mannequin	Raw Sandalwood or Succulent Material	Meso Oil	–	Crude Sandcloth Thread	Shaped Sandcloth Thread	Sandcloth Thread	Pristine Sandcloth Thread
Sandcloth Yarn	Common	50	Refine	Sewing Table & Mannequin	Raw Succulent or Sandalwood Material	Meso Wash	–	Crude Sandcloth Yarn	Shaped Sandcloth Yarn	Sandcloth Yarn	Pristine Sandcloth Yarn
Stonehide Hide Plate	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Oil	–	Crude Stonehide Hide Plate	Shaped Stonehide Hide Plate	Stonehide Hide Plate	Pristine Stonehide Hide Plate
Stonehide Hilt	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	–	Crude Stonehide Hilt	Shaped Stonehide Hilt	Stonehide Hilt	Pristine Stonehide Hilt
Stonehide Leather Binding	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	–	Crude Stonehide Binding	Shaped Stonehide Binding	Stonehide Binding	Pristine Stonehide Binding
Stonehide Leather Cord	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	–	Crude Stonehide Cord	Shaped Stonehide Cord	Stonehide Cord	Pristine Stonehide Cord
Stonehide Leather Harness	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	–	Crude Stonehide Harness	Shaped Stonehide Harness	Stonehide Harness	Pristine Stonehide Harness
Stonehide Leather Strap	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Wash	–	Crude Stonehide Strap	Shaped Stonehide Strap	Stonehide Strap	Pristine Stonehide Strap
Stretch of Stonehide Leather	Common	50	Refine	Sewing Table & Mannequin	Sullied Superb Quality Pelt	Meso Wash	–	Crude Stretch of Stonehide Leather	Shaped Stretch of Stonehide Leather	Stretch of Stonehide Leather	Pristine Stretch of Stonehide Leather
Sandcloth Mitts	Common	51	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Sandcloth Padding	Crude Tailored Sandcloth Mitts	Shaped Tailored Sandcloth Mitts	Tailored Sandcloth Mitts	Pristine Tailored Sandcloth Mitts
Stonehide Leather Bandolier	Common	51	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Indium Buckle	Stonehide Cord	Crude Tailored Stonehide Bandolier	Shaped Tailored Stonehide Bandolier	Tailored Stonehide Bandolier	Pristine Tailored Stonehide Bandolier
Stonehide Leather Gloves	Common	51	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Generic Sandcloth Pattern	Stonehide Cord	Crude Tailored Stonehide Gloves	Shaped Tailored Stonehide Gloves	Tailored Stonehide Gloves	Pristine Tailored Stonehide Gloves
Stonehide Leather Pouch	Common	51	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Indium Buckle	Stonehide Cord	Crude Tailored Stonehide Pouch	Shaped Tailored Stonehide Pouch	Tailored Stonehide Pouch	Pristine Tailored Stonehide Pouch

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LIGHT ARMORING (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Stonehide Leather Satchel	Common	51	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Indium Buckle	Stonehide Cord	Crude Tailored Stonehide Satchel	Shaped Tailored Stonehide Satchel	Tailored Stonehide Satchel	Pristine Tailored Stonehide Satchel
Stonehide Leather Sheath	Common	51	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Indium Buckle	Stonehide Cord	Crude Tailored Stonehide Sheath	Shaped Tailored Stonehide Sheath	Tailored Stonehide Sheath	Pristine Tailored Stonehide Sheath
Sandcloth Cap	Common	52	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Sandcloth Padding	Crude Tailored Sandcloth Cap	Shaped Tailored Sandcloth Cap	Tailored Sandcloth Cap	Pristine Tailored Sandcloth Cap
Stonehide Leather Skullcap	Common	53	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Generic Sandcloth Pattern	Stonehide Cord	Crude Tailored Stonehide Skull Cap	Shaped Tailored Stonehide Skull Cap	Tailored Stonehide Skull Cap	Pristine Tailored Stonehide Skull Cap
Sandcloth Shawl	Common	54	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Sandcloth Padding	Crude Tailored Sandcloth Shawl	Shaped Tailored Sandcloth Shawl	Tailored Sandcloth Shawl	Pristine Tailored Sandcloth Shawl
Stonehide Leather Backpack	Common	55	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Indium Buckle	Stonehide Cord	Crude Stonehide Leather Backpack	Shaped Stonehide Leather Backpack	Stonehide Leather Backpack	Pristine Stonehide Leather Backpack
Stonehide Leather Shoulder Pads	Common	55	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Generic Sandcloth Pattern	Stonehide Cord	Crude Tailored Stonehide Shoulder Pads	Shaped Tailored Stonehide Shoulder Pads	Tailored Stonehide Shoulder Pads	Pristine Tailored Stonehide Shoulder Pads
Sandcloth Cuffs	Common	56	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Sandcloth Padding	Crude Tailored Sandcloth Cuffs	Shaped Tailored Sandcloth Cuffs	Tailored Sandcloth Cuffs	Pristine Tailored Sandcloth Cuffs
Sandcloth Slippers	Common	56	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Sandcloth Padding	Crude Tailored Sandcloth Slipper	Shaped Tailored Sandcloth Slipper	Tailored Sandcloth Slipper	Pristine Tailored Sandcloth Slipper
Specialist's Gloves	Common	56	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Cord	Crude Tailored Specialist Gloves	Shaped Tailored Specialist Gloves	Tailored Specialist Gloves	Pristine Tailored Specialist Gloves
Specialist's Shoes	Common	56	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Cord	Crude Tailored Specialist Shoes	Shaped Tailored Specialist Shoes	Tailored Specialist Shoes	Pristine Tailored Specialist Shoes
Specialist's Sleeves	Common	56	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Binding	Crude Tailored Specialist Sleeves	Shaped Tailored Specialist Sleeves	Tailored Specialist Sleeves	Pristine Tailored Specialist Sleeves
Specialist's Cap	Common	57	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Binding	Crude Tailored Specialist Hat	Shaped Tailored Specialist Hat	Tailored Specialist Hat	Pristine Tailored Specialist Hat
Specialist's Cape	Common	57	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Binding	Crude Tailored Specialist Cape	Shaped Tailored Specialist Cape	Tailored Specialist Cape	Pristine Tailored Specialist Cape
Stonehide Leather Boots	Common	57	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Generic Sandcloth Pattern	Stonehide Cord	Crude Tailored Stonehide Boots	Shaped Tailored Stonehide Boots	Tailored Stonehide Boots	Pristine Tailored Stonehide Boots
Stonehide Leather Bracers	Common	57	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Generic Sandcloth Pattern	Stonehide Cord	Crude Tailored Stonehide Bracers	Shaped Tailored Stonehide Bracers	Tailored Stonehide Bracers	Pristine Tailored Stonehide Bracers
Sandcloth Pantaloons	Common	58	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Harness	Crude Tailored Sandcloth Pantaloons	Shaped Tailored Sandcloth Pantaloons	Tailored Sandcloth Pantaloons	Pristine Tailored Sandcloth Pantaloons
Specialist's Bloomers	Common	58	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Harness	Crude Tailored Specialist Bloomers	Shaped Tailored Specialist Bloomers	Tailored Specialist Bloomers	Pristine Tailored Specialist Bloomers
Stonehide Pants	Common	58	Finish	Sewing Table & Mannequin	Stonehide Hide Plate	Generic Sandcloth Pattern	Stonehide Leather Harness	Crude Tailored Stonehide Pants	Shaped Tailored Stonehide Pants	Tailored Stonehide Pants	Pristine Tailored Stonehide Pants
Sandcloth Blouse	Common	59	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Harness	Crude Tailored Sandcloth Blouse	Shaped Tailored Sandcloth Blouse	Tailored Sandcloth Blouse	Pristine Tailored Sandcloth Blouse
Specialist's Vest	Common	59	Finish	Sewing Table & Mannequin	Sandcloth Cloth	Generic Sandcloth Pattern	Stonehide Harness	Crude Tailored Specialist Vest	Shaped Tailored Specialist Vest	Tailored Specialist Vest	Pristine Tailored Specialist Vest
Stonehide Tunic	Common	59	Finish	Sewing Table	Stonehide Hide	Generic Sandcloth	Stonehide	Crude Tailored	Shaped Tailored	Tailored	Pristine Tailored

RUNECRAFT

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Beryllium Bar	Common	50	Refine	Work Bench	Raw Beryllium	Mezzolith Temper	—	Crude Beryllium Bar	Shaped Beryllium Bar	Beryllium Bar	Pristine Beryllium Bar
Beryllium Ornament	Common	50	Interim	Work Bench	Refined Beryllium	Meso Resin	—	Crude Beryllium Ornament	Shaped Beryllium Ornament	Beryllium Ornament	Pristine Beryllium Ornament
Beryllium Setting	Common	50	Interim	Work Bench	Refined Beryllium	Meso Resin	—	Crude Beryllium Setting	Shaped Beryllium Setting	Beryllium Setting	Pristine Beryllium Setting
Beryllium Sheet	Common	50	Interim	Work Bench	Refined Beryllium	Mezzolith Temper	—	Crude Beryllium Sheet	Shaped Beryllium Sheet	Beryllium Sheet	Pristine Beryllium Sheet
Exquisite Poison Vial	Common	50	Interim	Work Bench	Unodecanoid Loam	Meso Oil	Meso Resin	Coarse Exquisite Poison Vial	Mediocre Exquisite Poison Vial	Exquisite Poison Vial	Unblemished Exquisite Poison Vial
Faceted Nacre	Common	50	Interim	Work Bench	Refined Nacre	Meso Oil	—	Crude Faceted Nacre	Shaped Faceted Nacre	Faceted Nacre	Pristine Faceted Nacre
Indium Bar	Common	50	Refine	Forge	Raw Indium	Mezzolith Temper	—	Crude Indium Bar	Shaped Indium Bar	Indium Bar	Pristine Indium Bar
Indium Buckle	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Buckle	Shaped Indium Buckle	Indium Buckle	Pristine Indium Buckle
Indium Chain Links	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Chain Links	Shaped Indium Chain Links	Indium Chain Links	Pristine Indium Chain Links
Indium Hook	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Hook	Shaped Indium Hook	Indium Hook	Pristine Indium Hook
Indium Pommel	Common	50	Interim	Forge	Refined Indium	Meso Oil	—	Crude Indium Pommel	Shaped Indium Pommel	Indium Pommel	Pristine Indium Pommel
Indium Strut	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Strut	Shaped Indium Strut	Indium Strut	Pristine Indium Strut
Indium Stud	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Stud	Shaped Indium Stud	Indium Stud	Pristine Indium Stud
Lustrous Glass Bottle	Common	50	Interim	Work Bench	Unodecanoid Loam	Meso Resin	Mezzolith Temper	Crude Lustrous Glass Bottle	Shaped Lustrous Glass Bottle	Lustrous Glass Bottle	Pristine Lustrous Glass Bottle
Nacre Gem	Common	50	Refine	Work Bench	Raw Nacre	Meso Resin	—	Crude Nacre Gem	Shaped Nacre Gem	Nacre Gem	Pristine Nacre Gem
Rune of Anathema (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine	Anathema (Apprentice II)	Anathema (Apprentice II)	Anathema (Apprentice III)	Anathema (Apprentice IV)
Rune of Aria of Exaltation (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Aria of Exaltation (Apprentice II)	Aria of Exaltation (Apprentice II)	Aria of Exaltation (Apprentice III)	Aria of Exaltation (Apprentice IV)
Rune of Assassinate (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Assassinate (Apprentice II)	Assassinate (Apprentice II)	Assassinate (Apprentice III)	Assassinate (Apprentice IV)
Rune of Debilitate (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Debilitate (Apprentice II)	Debilitate (Apprentice II)	Debilitate (Apprentice III)	Debilitate (Apprentice IV)
Rune of Deriding Chicanery (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Deriding Chicanery (Apprentice II)	Deriding Chicanery (Apprentice II)	Deriding Chicanery (Apprentice III)	Deriding Chicanery (Apprentice IV)
Rune of Disable (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Disable (Apprentice II)	Disable (Apprentice II)	Disable (Apprentice III)	Disable (Apprentice IV)
Rune of Focus Fire (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Focus Fire (Apprentice II)	Focus Fire (Apprentice II)	Focus Fire (Apprentice III)	Focus Fire (Apprentice IV)
Rune of Inspired Daring (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Inspired Daring (Apprentice II)	Inspired Daring (Apprentice II)	Inspired Daring (Apprentice III)	Inspired Daring (Apprentice IV)
Rune of Lore's Magniloquent Roust (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Lores Magniloquent Roust	Lores Magniloquent Roust	Lores Magniloquent Roust	Lores Magniloquent Roust
Rune of Lullaby (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Lullaby (Apprentice II)	Lullaby (Apprentice II)	Lullaby (Apprentice III)	Lullaby (Apprentice IV)
Rune of Snipe (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike	Diamondine Ornament	Snipe (Apprentice II)	Snipe (Apprentice II)	Snipe (Apprentice III)	Snipe (Apprentice IV)

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RUNECRAFT (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Rune of Storm of Arrows (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike Spike	Diamondine Ornament	Storm of Arrows (Apprentice II)	Storm of Arrows (Apprentice II)	Storm of Arrows (Apprentice III)	Storm of Arrows (Apprentice IV)
Rune of Subdue (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike Spike	Diamondine Ornament	Subdue (Apprentice II)	Subdue (Apprentice II)	Subdue (Apprentice III)	Subdue (Apprentice IV)
Rune of Tarven's Cantankerous Verse (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike Spike	Diamondine Ornament	Tarvens Cantankerous Verse (Apprentice II)	Tarvens Cantankerous Verse (Apprentice II)	Tarvens Cantankerous Verse (Apprentice III)	Tarvens Cantankerous Verse (Apprentice IV)
Rune of Tomb's Stillness (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike Spike	Diamondine Ornament	Tomb's Stillness (Apprentice II)	Tomb's Stillness (Apprentice II)	Tomb's Stillness (Apprentice III)	Tomb's Stillness (Apprentice IV)
Rune of Wail of the Banshee (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike Spike	Diamondine Ornament	Wail of the Banshee (Apprentice II)	Wail of the Banshee (Apprentice II)	Wail of the Banshee (Apprentice III)	Wail of the Banshee (Apprentice IV)
Rune of Wrangle (Apprentice)	Common	50	Finish	Work Bench	Lac Ink	Fulminate Spike Spike	Diamondine Ornament	Wrangle (Apprentice II)	Wrangle (Apprentice II)	Wrangle (Apprentice III)	Wrangle (Apprentice IV)
Sandcloth Cloth	Common	50	Interim	Sewing Table & Mannequin	Refined Sandcloth Thread	Sandcloth Yarn	—	Crude Sandcloth Cloth	Shaped Sandcloth Cloth	Sandcloth Cloth	Pristine Sandcloth Cloth
Sandcloth Thread	Common	50	Refine	Sewing Table & Mannequin	Raw Sandalwood Material or Succulent	Meso Oil	—	Crude Sandcloth Thread	Shaped Sandcloth Thread	Sandcloth Thread	Pristine Sandcloth Thread
Sandcloth Yarn	Common	50	Refine	Sewing Table & Mannequin	Raw Succulent or Sandalwood Material	Meso Wash	—	Crude Sandcloth Yarn	Shaped Sandcloth Yarn	Sandcloth Yarn	Pristine Sandcloth Yarn
Stretch of Stonehide Leather	Common	50	Refine	Sewing Table & Mannequin	Sullied Superb Quality Pelt	Meso Wash	—	Crude Stretch of Stonehide Leather	Shaped Stretch of Stonehide Leather	Stretch of Stonehide Leather	Pristine Stretch of Stonehide Leather
Beryllium Band	Common	51	Finish	Work Bench	Beryllium Sheet	Beryllium Ornament	Indium Stud	Crude Fashioned Beryllium Band	Shaped Fashioned Beryllium Band	Fashioned Beryllium Band	Pristine Fashioned Beryllium Band
Beryllium Symbol	Common	51	Finish	Work Bench	Beryllium Sheet	Indium Sheet	Beryllium Ornament	Crude Fashioned Beryllium Symbol	Shaped Fashioned Beryllium Symbol	Fashioned Beryllium Symbol	Pristine Fashioned Beryllium Symbol
Indium Censer	Common	51	Finish	Work Bench	Indium Hammer Head	Beryllium Sheet	Beryllium Ornament	Crude Fashioned Indium Censer	Shaped Fashioned Indium Censer	Fashioned Indium Censer	Pristine Fashioned Indium Censer
Indium Idol	Common	51	Finish	Work Bench	Indium Hammer Head	Faceted Nacre	Beryllium Ornament	Crude Fashioned Indium Idol	Shaped Fashioned Indium Idol	Fashioned Indium Idol	Pristine Fashioned Indium Idol
Indium Tablet	Common	51	Finish	Work Bench	Indium Plate	Danshi Paper	Ardent Ink	Crude Fashioned Indium Tablet	Shaped Fashioned Indium Tablet	Fashioned Indium Tablet	Pristine Fashioned Indium Tablet
Nacre Orb	Common	51	Finish	Work Bench	Faceted Nacre	Indium Sheet	Beryllium Ornament	Crude Fashioned Nacre Orb	Shaped Fashioned Nacre Orb	Fashioned Nacre Orb	Pristine Fashioned Nacre Orb
Rune of Corral (Apprentice)	Common	51	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Corral (Apprentice III)	Corral (Apprentice III)	Corral (Apprentice III)	Corral (Apprentice IV)
Rune of Deadfall (Apprentice)	Common	51	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Deadfall (Apprentice III)	Deadfall (Apprentice III)	Deadfall (Apprentice III)	Deadfall (Apprentice IV)
Rune of Forester's Noose (Apprentice)	Common	51	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Forester's Noose (Apprentice III)	Forester's Noose (Apprentice III)	Forester's Noose (Apprentice III)	Forester's Noose (Apprentice IV)
Rune of Guivena's Slothful Chant (Apprentice)	Common	51	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Guivena's Slothful Chant (Apprentice III)	Guivena's Slothful Chant (Apprentice III)	Slothful Chant (Apprentice III)	Guivena's Slothful Chant (Apprentice IV)
Rune of Hangman's Noose (Apprentice)	Common	51	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Hangman's Noose (Apprentice III)	Hangman's Noose (Apprentice III)	Hangman's Noose (Apprentice III)	Hangman's Noose (Apprentice IV)
Rune of Verlien's Keen of Despair (Apprentice)	Common	51	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Verlien's Keen of Despair (Apprentice III)	Verlien's Keen of Despair (Apprentice III)	Verlien's Keen of Despair (Apprentice III)	Verlien's Keen of Despair (Apprentice IV)

APPENDIX

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Stonehide Tome	Common	51	Finish	Work Bench	Stonehide Binding	Danshi Paper	—	Crude Fashioned Stonehide Tome	Shaped Fashioned Stonehide Tome	Fashioned Stonehide Tome	Pristine Fashioned Stonehide Tome
Beryllium Bangle	Common	52	Finish	Work Bench	Beryllium Sheet	Beryllium Setting	Beryllium Ornament	Crude Fashioned Beryllium Bangle	Shaped Fashioned Beryllium Bangle	Fashioned Beryllium Bangle	Pristine Fashioned Beryllium Bangle
Rune of Admonish (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Admonish (Apprentice III)	Admonish (Apprentice III)	Admonish (Apprentice III)	Admonish (Apprentice IV)
Rune of Alin's Tranquil Serenade (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Alin's Tranquil Serenade (Apprentice III)	Alin's Tranquil Serenade (Apprentice III)	Alin's Tranquil Serenade (Apprentice III)	Alin's Tranquil Serenade (Apprentice IV)
Rune of Chasten (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Chasten (Apprentice III)	Chasten (Apprentice III)	Chasten (Apprentice III)	Chasten (Apprentice IV)
Rune of Clara's Cataclysmic Cacophony (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Clara's Cataclysmic Cacophony (Apprentice III)	Clara's Cataclysmic Cacophony (Apprentice III)	Clara's Cataclysmic Cacophony (Apprentice III)	Clara's Cataclysmic Cacophony (Apprentice IV)
Rune of Confusion Arrow (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Confusion Arrow (Apprentice III)	Confusion Arrow (Apprentice III)	Confusion Arrow (Apprentice III)	Confusion Arrow (Apprentice IV)
Rune of Deathly Blade (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Deathly Blade (Apprentice III)	Deathly Blade (Apprentice III)	Deathly Blade (Apprentice III)	Deathly Blade (Apprentice IV)
Rune of Dire Blade (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Dire Blade (Apprentice III)	Dire Blade (Apprentice III)	Dire Blade (Apprentice III)	Dire Blade (Apprentice IV)
Rune of Gore Strike (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Gore Strike (Apprentice III)	Gore Strike (Apprentice III)	Gore Strike (Apprentice III)	Gore Strike (Apprentice IV)
Rune of Harl's Rousing Strain (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Harl's Rousing Strain (Apprentice III)	Harl's Rousing Strain (Apprentice III)	Harl's Rousing Strain (Apprentice III)	Harl's Rousing Strain (Apprentice IV)
Rune of Pillage (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Pillage (Apprentice III)	Pillage (Apprentice III)	Pillage (Apprentice III)	Pillage (Apprentice IV)
Rune of Raxxyl's Brash Descant (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Raxxyl's Brash Descant (Apprentice III)	Raxxyl's Brash Descant (Apprentice III)	Raxxyl's Brash Descant (Apprentice III)	Raxxyl's Brash Descant (Apprentice IV)
Rune of Spine Ripper (Apprentice)	Common	52	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Spineripper (Apprentice III)	Spineripper (Apprentice III)	Spineripper (Apprentice III)	Spineripper (Apprentice IV)
Nacre Bracelet	Common	53	Finish	Work Bench	Faceted Nacre	Beryllium Sheet	Indium Hook	Crude Fashioned Nacre Bracelet	Shaped Fashioned Nacre Bracelet	Fashioned Nacre Bracelet	Pristine Fashioned Nacre Bracelet
Nacre Earring	Common	53	Finish	Work Bench	Faceted Nacre	Indium Stud	Beryllium Setting	Crude Fashioned Nacre Earring	Shaped Fashioned Nacre Earring	Fashioned Nacre Earring	Pristine Fashioned Nacre Earring
Rune of Courtly Blade (Apprentice)	Common	53	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Courtly Blade (Apprentice III)	Courtly Blade (Apprentice III)	Courtly Blade (Apprentice III)	Courtly Blade (Apprentice IV)
Rune of Murderous Design (Apprentice)	Common	53	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Murderous Design (Apprentice III)	Murderous Design (Apprentice III)	Murderous Design (Apprentice III)	Murderous Design (Apprentice IV)
Rune of Primal Agility (Apprentice)	Common	53	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Primal Agility (Apprentice III)	Primal Agility (Apprentice III)	Primal Agility (Apprentice III)	Primal Agility (Apprentice IV)
Rune of Void Blade (Apprentice)	Common	53	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Void Blade (Apprentice III)	Void Blade (Apprentice III)	Void Blade (Apprentice III)	Void Blade (Apprentice IV)
Beryllium Hoop	Common	54	Finish	Work Bench	Beryllium Sheet	Indium Stud	Beryllium Ornament	Crude Fashioned Beryllium Hoop	Shaped Fashioned Beryllium Hoop	Fashioned Beryllium Hoop	Pristine Fashioned Beryllium Hoop
Nacre Necklace	Common	54	Finish	Work Bench	Faceted Nacre	Indium Chain Links	Beryllium Setting	Crude Fashioned Nacre Necklace	Shaped Fashioned Nacre Necklace	Fashioned Nacre Necklace	Pristine Fashioned Nacre Necklace
Nacre Ring	Common	54	Finish	Work Bench	Faceted Nacre	Beryllium Sheet	Beryllium Setting	Crude Fashioned Nacre Ring	Shaped Fashioned Nacre Ring	Fashioned Nacre Ring	Pristine Fashioned Nacre Ring
Rune of Awesome Bellow (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Awesome Bellow (Apprentice III)	Awesome Bellow (Apprentice III)	Awesome Bellow (Apprentice III)	Awesome Bellow (Apprentice IV)
Rune of Beseech for Mercy (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Beseech for Mercy (Apprentice III)	Beseech for Mercy (Apprentice III)	Beseech for Mercy (Apprentice III)	Beseech for Mercy (Apprentice IV)

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RUNECRAFT (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Rune of Brutal Focus (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Brutal Focus (Apprentice III)	Brutal Focus (Apprentice III)	Brutal Focus (Apprentice III)	Brutal Focus (Apprentice IV)
Rune of Brutal Instinct (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Brutal Instinct (Apprentice III)	Brutal Instinct (Apprentice III)	Brutal Instinct (Apprentice III)	Brutal Instinct (Apprentice IV)
Rune of Crafty Deceit (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Crafty Deceit (Apprentice III)	Crafty Deceit (Apprentice III)	Crafty Deceit (Apprentice III)	Crafty Deceit (Apprentice IV)
Rune of Disarming Leer (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Disarming Leer (Apprentice III)	Disarming Leer (Apprentice III)	Disarming Leer (Apprentice III)	Disarming Leer (Apprentice IV)
Rune of Eli's Thunderous Chorus (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Eli's Thunderous Chorus (Apprentice III)	Eli's Thunderous Chorus (Apprentice III)	Eli's Thunderous Chorus (Apprentice III)	Eli's Thunderous Chorus (Apprentice IV)
Rune of Fatal Reminder (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Fatal Reminder (Apprentice III)	Fatal Reminder (Apprentice III)	Fatal Reminder (Apprentice III)	Fatal Reminder (Apprentice IV)
Rune of Fel Shot (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Fel Shot (Apprentice III)	Fel Shot (Apprentice III)	Fel Shot (Apprentice III)	Fel Shot (Apprentice IV)
Rune of Flawless Shriek (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Flawless Shriek (Apprentice III)	Flawless Shriek (Apprentice III)	Flawless Shriek (Apprentice III)	Flawless Shriek (Apprentice IV)
Rune of Garsin's Burial Chant (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Garsin's Burial Chant (Apprentice III)	Garsin's Burial Chant (Apprentice III)	Garsin's Burial Chant (Apprentice III)	Garsin's Burial Chant (Apprentice IV)
Rune of Hymn of Horror (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Hymn of Horror (Apprentice III)	Hymn of Horror (Apprentice III)	Hymn of Horror (Apprentice III)	Hymn of Horror (Apprentice IV)
Rune of Ingenious Finesse (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Ingenious Finesse (Apprentice III)	Ingenious Finesse (Apprentice III)	Ingenious Finesse (Apprentice III)	Ingenious Finesse (Apprentice IV)
Rune of Luda's Heinous Cry (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Luda's Heinous Cry (Apprentice III)	Luda's Heinous Cry (Apprentice III)	Luda's Heinous Cry (Apprentice III)	Luda's Heinous Cry (Apprentice IV)
Rune of Oozing Wound (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Oozing Wound (Apprentice III)	Oozing Wound (Apprentice III)	Oozing Wound (Apprentice III)	Oozing Wound (Apprentice IV)
Rune of Stealthy Fire (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Stealthy Fire (Apprentice III)	Stealthy Fire (Apprentice III)	Stealthy Fire (Apprentice III)	Stealthy Fire (Apprentice IV)
Rune of Uncanny Reflexes (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Uncanny Reflexes (Apprentice III)	Uncanny Reflexes (Apprentice III)	Uncanny Reflexes (Apprentice III)	Uncanny Reflexes (Apprentice IV)
Rune of Vicious Assault (Apprentice)	Common	54	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Vicious Assault (Apprentice III)	Vicious Assault (Apprentice III)	Vicious Assault (Apprentice III)	Vicious Assault (Apprentice IV)
Beryllium Girdle	Common	55	Finish	Work Bench	Beryllium Sheet	Beryllium Ornament	Indium Stud	Crude Fashioned Beryllium Girdle	Shaped Fashioned Beryllium Girdle	Fashioned Beryllium Girdle	Pristine Fashioned Beryllium Girdle
Rune of Audacious Advance (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Audacious Advance (Apprentice III)	Audacious Advance (Apprentice III)	Audacious Advance (Apprentice III)	Audacious Advance (Apprentice IV)
Rune of Battleweaver (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Battleweaver (Apprentice III)	Battleweaver (Apprentice III)	Battleweaver (Apprentice III)	Battleweaver (Apprentice IV)
Rune of Bria's Glorifying Ballad (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Bria's Glorifying Ballad (Apprentice III)	Bria's Glorifying Ballad (Apprentice III)	Bria's Glorifying Ballad (Apprentice III)	Bria's Glorifying Ballad (Apprentice IV)
Rune of Daelis' Jig of Blades (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Daelis' Jig of Blades (Apprentice III)	Daelis' Jig of Blades (Apprentice III)	Daelis' Jig of Blades (Apprentice III)	Daelis' Jig of Blades (Apprentice IV)
Rune of Insidious Wound (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Insidious Wound (Apprentice III)	Insidious Wound (Apprentice III)	Insidious Wound (Apprentice III)	Insidious Wound (Apprentice IV)
Rune of Lunging Blade (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Lunging Blade (Apprentice III)	Lunging Blade (Apprentice III)	Lunging Blade (Apprentice III)	Lunging Blade (Apprentice IV)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Rune of Ruggedness (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Ruggedness (Apprentice III)	Ruggedness (Apprentice III)	Ruggedness (Apprentice III)	Ruggedness (Apprentice IV)
Rune of Shroud of the Forest (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Shroud of the Forest (Apprentice III)	Shroud of the Forest (Apprentice III)	Shroud of the Forest (Apprentice III)	Shroud of the Forest (Apprentice IV)
Rune of Supple Disdain (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Supple Disdain (Apprentice III)	Supple Disdain (Apprentice III)	Supple Disdain (Apprentice III)	Supple Disdain (Apprentice IV)
Rune of Wicked Villainy (Apprentice)	Common	55	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Wicked Villainy (Apprentice III)	Wicked Villainy (Apprentice III)	Wicked Villainy (Apprentice III)	Wicked Villainy (Apprentice IV)
Rune of Ensnarl (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Ensnarl (Apprentice III)	Ensnarl (Apprentice III)	Ensnarl (Apprentice III)	Ensnarl (Apprentice IV)
Rune of Exhilarating Opus (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Exhilarating Opus (Apprentice III)	Exhilarating Opus (Apprentice III)	Exhilarating Opus (Apprentice III)	Exhilarating Opus (Apprentice IV)
Rune of Fury of Blades (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Fury of Blades (Apprentice III)	Fury of Blades (Apprentice III)	Fury of Blades (Apprentice III)	Fury of Blades (Apprentice IV)
Rune of Howl of the Dead (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Howl of the Dead (Apprentice III)	Howl of the Dead (Apprentice III)	Howl of the Dead (Apprentice III)	Howl of the Dead (Apprentice IV)
Rune of Improved Survey (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Improved Survey (Apprentice III)	Improved Survey (Apprentice III)	Improved Survey (Apprentice III)	Improved Survey (Apprentice IV)
Rune of Lucky Ruse (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Lucky Ruse (Apprentice III)	Lucky Ruse (Apprentice III)	Lucky Ruse (Apprentice III)	Lucky Ruse (Apprentice IV)
Rune of Murderer's Assault (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Murderer's Assault (Apprentice III)	Murderer's Assault (Apprentice III)	Murderer's Assault (Apprentice III)	Murderer's Assault (Apprentice IV)
Rune of Pilfer Essence (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Pilfer Essence (Apprentice III)	Pilfer Essence (Apprentice III)	Pilfer Essence (Apprentice III)	Pilfer Essence (Apprentice IV)
Rune of Riana's Scornful Sustain (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Riana's Scornful Sustain (Apprentice III)	Riana's Scornful Sustain (Apprentice III)	Riana's Scornful Sustain (Apprentice III)	Riana's Scornful Sustain (Apprentice IV)
Rune of Thuggish Negotiation (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Thuggish Negotiation (Apprentice III)	Thuggish Negotiation (Apprentice III)	Thuggish Negotiation (Apprentice III)	Thuggish Negotiation (Apprentice IV)
Rune of Triple Arrow (Apprentice)	Common	56	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Triple Arrow (Apprentice III)	Triple Arrow (Apprentice III)	Triple Arrow (Apprentice III)	Triple Arrow (Apprentice IV)
Stonehide Belt	Common	56	Finish	Work Bench	Strengthened Strap	Indium Stud	Indium Buckle	Crude Tailored Stonehide Belt	Shaped Tailored Stonehide Belt	Tailored Stonehide Belt	Pristine Tailored Stonehide Belt
Rune of Alin's Incandescent Concord (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Alin's Incandescent Concord (Apprentice III)	Alin's Incandescent Concord (Apprentice III)	Alin's Incandescent Concord (Apprentice III)	Alin's Incandescent Concord (Apprentice IV)
Rune of Culling the Weak (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Culling of the Weak (Apprentice III)	Culling of the Weak (Apprentice III)	Culling of the Weak (Apprentice III)	Culling of the Weak (Apprentice IV)
Rune of Dazzling Steel (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Dazzling Steel (Apprentice III)	Dazzling Steel (Apprentice III)	Dazzling Steel (Apprentice III)	Dazzling Steel (Apprentice IV)
Rune of Grievance (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Grievance (Apprentice III)	Grievance (Apprentice III)	Grievance (Apprentice III)	Grievance (Apprentice IV)
Rune of Jarol's Sorrowful Requiem (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Jarol's Sorrowful Requiem (Apprentice III)	Jarol's Sorrowful Requiem (Apprentice III)	Jarol's Sorrowful Requiem (Apprentice III)	Jarol's Sorrowful Requiem (Apprentice IV)
Rune of Razor Point (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Razor Point (Apprentice III)	Razor Point (Apprentice III)	Razor Point (Apprentice III)	Razor Point (Apprentice IV)

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RUNECRAFT (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Rune of Revoke (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Revoke (Apprentice III)	Revoke (Apprentice III)	Revoke (Apprentice III)	Revoke (Apprentice IV)
Rune of Sandra's Bewildering Incursion (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Sandra's Bewildering Incursion (Apprentice III)	Sandra's Bewildering Incursion (Apprentice III)	Sandra's Bewildering Incursion (Apprentice III)	Sandra's Bewildering Incursion (Apprentice IV)
Rune of Scraping Blow (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Scraping Blow (Apprentice III)	Scraping Blow (Apprentice III)	Scraping Blow (Apprentice III)	Scraping Blow (Apprentice IV)
Rune of Shocking Thrust (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Shocking Thrust (Apprentice III)	Shocking Thrust (Apprentice III)	Shocking Thrust (Apprentice III)	Shocking Thrust (Apprentice IV)
Rune of Shrouded Blade (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Shrouded Blade (Apprentice III)	Shrouded Blade (Apprentice III)	Shrouded Blade (Apprentice III)	Shrouded Blade (Apprentice IV)
Rune of Spitting Asp (Apprentice)	Common	57	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Spitting Asp (Apprentice III)	Spitting Asp (Apprentice III)	Spitting Asp (Apprentice III)	Spitting Asp (Apprentice IV)
Sandcloth Sash	Common	57	Finish	Work Bench	Sandcloth Cloth	Beryllium Ornament	Indium Buckle	Crude Tailored Sandcloth Sash	Shaped Tailored Sandcloth Sash	Tailored Sandcloth Sash	Pristine Tailored Sandcloth Sash
Rune of Arctic Blast (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Arctic Blast (Apprentice III)	Arctic Blast (Apprentice III)	Arctic Blast (Apprentice III)	Arctic Blast (Apprentice IV)
Rune of Arrow Rip (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Arrow Rip (Apprentice III)	Arrow Rip (Apprentice III)	Arrow Rip (Apprentice III)	Arrow Rip (Apprentice IV)
Rune of Assailing Blast (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Assailing Blast (Apprentice III)	Assailing Blast (Apprentice III)	Assailing Blast (Apprentice III)	Assailing Blast (Apprentice IV)
Rune of Contrived Weapon (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Contrived Weapon (Apprentice III)	Contrived Weapon (Apprentice III)	Contrived Weapon (Apprentice III)	Contrived Weapon (Apprentice IV)
Rune of Crippling Strike (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Crippling Strike (Apprentice III)	Crippling Strike (Apprentice III)	Crippling Strike (Apprentice III)	Crippling Strike (Apprentice IV)
Rune of Daro's Disconsolate Dirge (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Daro's Disconsolate Dirge (Apprentice III)	Daro's Disconsolate Dirge (Apprentice III)	Daro's Disconsolate Dirge (Apprentice III)	Daro's Disconsolate Dirge (Apprentice IV)
Rune of Deceitful Blow (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Deceitful Blow (Apprentice III)	Deceitful Blow (Apprentice III)	Deceitful Blow (Apprentice III)	Deceitful Blow (Apprentice IV)
Rune of Despairing Thrust (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Despairing Thrust (Apprentice III)	Despairing Thrust (Apprentice III)	Despairing Thrust (Apprentice III)	Despairing Thrust (Apprentice IV)
Rune of Devious Blade (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Devious Blade (Apprentice III)	Devious Blade (Apprentice III)	Devious Blade (Apprentice III)	Devious Blade (Apprentice IV)
Rune of Elemental Concerto (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Elemental Concerto (Apprentice III)	Elemental Concerto (Apprentice III)	Elemental Concerto (Apprentice III)	Elemental Concerto (Apprentice IV)
Rune of Flashy Throw (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Flashy Throw (Apprentice III)	Flashy Throw (Apprentice III)	Flashy Throw (Apprentice III)	Flashy Throw (Apprentice IV)
Rune of Gaudy Strike (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Gaudy Strike (Apprentice III)	Gaudy Strike (Apprentice III)	Gaudy Strike (Apprentice III)	Gaudy Strike (Apprentice IV)
Rune of Guviena's Overpowering Ovation (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Guviena's Overpowering Ovation (Apprentice III)	Guviena's Overpowering Ovation (Apprentice III)	Guviena's Overpowering Ovation (Apprentice III)	Guviena's Overpowering Ovation (Apprentice IV)
Rune of Jael's Dreadful Deprivation (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament (Apprentice III)	Jael's Dreadful Deprivation (Apprentice III)	Jael's Dreadful Deprivation (Apprentice III)	Jael's Dreadful Deprivation (Apprentice IV)	Jael's Dreadful Deprivation
Rune of Precise Shot (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Precise Shot (Apprentice III)	Precise Shot (Apprentice III)	Precise Shot (Apprentice III)	Precise Shot (Apprentice IV)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Rune of Quiron's Blissful Celebration (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Quiron's Blissful Celebration (Apprentice III)	Quiron's Blissful Celebration (Apprentice III)	Quiron's Blissful Celebration (Apprentice IV)	Quiron's Blissful Celebration
Rune of Snaring Shot (Apprentice)	Common	58	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Snaring Shot (Apprentice III)	Snaring Shot (Apprentice III)	Snaring Shot (Apprentice III)	Snaring Shot (Apprentice IV)
Sandcloth Scarf	Common	58	Finish	Work Bench	Sandcloth Cloth	Beryllium Ornament	Indium Stud	Crude Tailored Sandcloth Scarf	Shaped Tailored Sandcloth Scarf	Tailored Sandcloth Scarf	Pristine Tailored Sandcloth Scarf
Beryllium Torque	Common	59	Finish	Work Bench	Beryllium Sheet	Beryllium Ornament	Indium Stud	Crude Fashioned Beryllium Torque	Shaped Fashioned Beryllium Torque	Fashioned Beryllium Torque	Pristine Fashioned Beryllium Torque
Rune of Archer's Frenzy (Apprentice)	Common	59	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Archer's Frenzy (Apprentice III)	Archer's Frenzy (Apprentice III)	Archer's Frenzy (Apprentice III)	Archer's Frenzy (Apprentice IV)
Rune of Avoid Censure (Apprentice)	Common	59	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Avoid Censure (Apprentice III)	Avoid Censure (Apprentice III)	Avoid Censure (Apprentice III)	Avoid Censure (Apprentice IV)
Rune of Befuddle Adversaries (Apprentice)	Common	59	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Befuddle Adversaries (Apprentice III)	Befuddle Adversaries (Apprentice III)	Befuddle Adversaries (Apprentice III)	Befuddle Adversaries (Apprentice IV)
Rune of Dissonant Boon (Apprentice)	Common	59	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Dissonant Boon (Apprentice III)	Dissonant Boon (Apprentice III)	Dissonant Boon (Apprentice III)	Dissonant Boon (Apprentice IV)
Rune of Dove Song (Apprentice)	Common	59	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Dove Song (Apprentice III)	Dove Song (Apprentice III)	Dove Song (Apprentice III)	Dove Song (Apprentice IV)
Rune of Whirling Blades (Apprentice)	Common	59	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Whirling Blades (Apprentice III)	Whirling Blades (Apprentice III)	Whirling Blades (Apprentice III)	Whirling Blades (Apprentice IV)
Rune of Adroit Defense (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Adroit Defense (Apprentice III)	Adroit Defense (Apprentice III)	Adroit Defense (Apprentice III)	Adroit Defense (Apprentice IV)
Rune of Agile Slashing (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Agile Slashing (Apprentice III)	Agile Slashing (Apprentice III)	Agile Slashing (Apprentice III)	Agile Slashing (Apprentice IV)
Rune of Amazing Shot (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Amazing Shot (Apprentice III)	Amazing Shot (Apprentice III)	Amazing Shot (Apprentice III)	Amazing Shot (Apprentice IV)
Rune of Balletic Avoidance (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Balletic Avoidance (Apprentice III)	Balletic Avoidance (Apprentice III)	Balletic Avoidance (Apprentice III)	Balletic Avoidance (Apprentice IV)
Rune of Dance of Trees (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Dance of Trees (Apprentice III)	Dance of Trees (Apprentice III)	Dance of Trees (Apprentice III)	Dance of Trees (Apprentice IV)
Rune of Elude (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Elude (Apprentice III)	Elude (Apprentice III)	Elude (Apprentice III)	Elude (Apprentice IV)
Rune of Freezing Strike (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Freezing Strike (Apprentice III)	Freezing Strike (Apprentice III)	Freezing Strike (Apprentice III)	Freezing Strike (Apprentice IV)
Rune of Hyran's Seething Sonata (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Hyran's Seething Sonata (Apprentice III)	Hyran's Seething Sonata (Apprentice III)	Hyran's Seething Sonata (Apprentice III)	Hyran's Seething Sonata (Apprentice IV)
Rune of Kian's Catastrophic Anthem (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Kian's Catastrophic Anthem (Apprentice III)	Kian's Catastrophic Anthem (Apprentice III)	Kian's Catastrophic Anthem (Apprentice III)	Kian's Catastrophic Anthem (Apprentice IV)
Rune of Ruffian (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Ruffian (Apprentice III)	Ruffian (Apprentice III)	Ruffian (Apprentice III)	Ruffian (Apprentice IV)
Rune of Screeching Elusion (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Screeching Elusion (Apprentice III)	Screeching Elusion (Apprentice III)	Screeching Elusion (Apprentice III)	Screeching Elusion (Apprentice IV)
Rune of Spurious Bravado (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Spurious Bravado (Apprentice III)	Spurious Bravado (Apprentice III)	Spurious Bravado (Apprentice III)	Spurious Bravado (Apprentice IV)
Rune of Stab (Apprentice)	Common	60	Finish	Work Bench	Ardent Ink	Indium Spike	Beryllium Ornament	Stab (Apprentice III)	Stab (Apprentice III)	Stab (Apprentice III)	Stab (Apprentice IV)

TIMBERCRAFT

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Danshi Paper	Common	50	Refine	Woodworking Table	Raw Succulent or Sandalwood	Meso Wash	Crude Danshi Paper	Shaped Danshi Paper	Danshi Paper	Pristine Danshi Paper
Planed Sandalwood Lumber	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	Crude Planed Sandalwood Lumber	Shaped Planed Sandalwood Lumber	Planed Sandalwood Lumber	Pristine Planed Sandalwood Lumber
Sandalwood Dowel	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	Crude Sandalwood Dowel	Shaped Sandalwood Dowel	Sandalwood Dowel	Pristine Sandalwood Dowel
Sandalwood Lumber	Common	50	Refine	Woodworking Table	Raw Sandalwood	Meso Resin	Crude Sandalwood Lumber	Shaped Sandalwood Lumber	Sandalwood Lumber	Pristine Sandalwood Lumber
Sandalwood Quill	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Oil	Crude Sandalwood Quill	Shaped Sandalwood Quill	Sandalwood Quill	Pristine Sandalwood Quill
Sandalwood Stave	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	Crude Sandalwood Stave	Shaped Sandalwood Stave	Sandalwood Stave	Pristine Sandalwood Stave
Turned Sandalwood Lumber	Common	50	Interim	Woodworking Table	Sandalwood Scraps	Meso Resin	Crude Turned Sandalwood Lumber	Shaped Turned Sandalwood Lumber	Turned Sandalwood Lumber	Pristine Turned Sandalwood Lumber

WEAPONRY

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Indium Bar	Common	50	Refine	Forge	Raw Indium	Mezzolith Temper	—	Crude Indium Bar	Shaped Indium Bar	Indium Bar	Pristine Indium Bar
Indium Cross Guard	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Cross Guard	Shaped Indium Cross Guard	Indium Cross Guard	Pristine Indium Cross Guard
Indium Edge	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Edge	Shaped Indium Edge	Indium Edge	Pristine Indium Edge
Indium Hammer Head	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Hammer Head	Shaped Indium Hammer Head	Indium Hammer Head	Pristine Indium Hammer Head
Indium Shod	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Shod	Shaped Indium Shod	Indium Shod	Pristine Indium Shod
Indium Spike	Common	50	Interim	Forge	Refined Indium	Mezzolith Temper	—	Crude Indium Spike	Shaped Indium Spike	Indium Spike	Pristine Indium Spike
Indium Assault Axe	Common	51	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Spike	Crude Forged Indium Assault Axe	Shaped Forged Indium Assault Axe	Forged Indium Assault Axe	Pristine Forged Indium Assault Axe
Indium Bardiche	Common	51	Finish	Forge	Indium Edge	Indium Shod	Indium Spike	Crude Forged Indium Bardiche	Shaped Forged Indium Bardiche	Forged Indium Bardiche	Pristine Forged Indium Bardiche
Indium Battle Axe	Common	51	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Stud	Crude Forged Indium Battle Axe	Shaped Forged Indium Battle Axe	Forged Indium Battle Axe	Pristine Forged Indium Battle Axe
Indium Broadsword	Common	51	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Cross Guard	Crude Forged Indium Broadsword	Shaped Forged Indium Broadsword	Forged Indium Broadsword	Pristine Forged Indium Broadsword
Indium Crescent Axe	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Stud	Crude Forged Indium Crescent Axe	Shaped Forged Indium Crescent Axe	Forged Indium Crescent Axe	Pristine Forged Indium Crescent Axe
Indium Cutlass	Common	51	Finish	Forge	Indium Edge	Indium Cross Guard	Stonehide Hilt	Crude Forged Indium Cutlass	Shaped Forged Indium Cutlass	Forged Indium Cutlass	Pristine Forged Indium Cutlass
Indium Dagger	Common	51	Finish	Forge	Indium Edge	Indium Pommel	Stonehide Hilt	Crude Forged Indium Dagger	Shaped Forged Indium Dagger	Forged Indium Dagger	Pristine Forged Indium Dagger
Indium Double Headed Axe	Common	51	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Spike	Crude Forged Indium Double Headed Axe	Shaped Forged Indium Double Headed Axe	Forged Indium Double Headed Axe	Pristine Forged Indium Double Headed Axe
Indium Epee	Common	51	Finish	Forge	Indium Edge	Indium Cross Guard	Stonehide Hilt	Crude Forged Indium Epee	Shaped Forged Indium Epee	Forged Indium Epee	Pristine Forged Indium Epee

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Indium Flail	Common	51	Finish	Forge	Indium Hammer Head	Indium Chain Links	Stonehide Hilt	Crude Forged Indium Flail	Shaped Forged Indium Flail	Forged Indium Flail	Pristine Forged Indium Flail
Indium Foil	Common	51	Finish	Forge	Indium Edge	Indium Cross Guard	Stonehide Hilt	Crude Forged Indium Foil	Shaped Forged Indium Foil	Forged Indium Foil	Pristine Forged Indium Foil
Indium Greatflail	Common	51	Finish	Forge	Indium Hammer Head	Indium Chain Links	Stonehide Hilt	Crude Forged Indium Greatflail	Shaped Forged Indium Greatflail	Forged Indium Greatflail	Pristine Forged Indium Greatflail
Indium Greatspear	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Greatspear	Shaped Forged Indium Greatspear	Forged Indium Greatspear	Pristine Forged Indium Greatspear
Indium Hand Axe	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Stud	Crude Forged Indium Hand Axe	Shaped Forged Indium Hand Axe	Forged Indium Hand Axe	Pristine Forged Indium Hand Axe
Indium Harpoon	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Harpoon	Shaped Forged Indium Harpoon	Forged Indium Harpoon	Pristine Forged Indium Harpoon
Indium Hatchet	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Stud	Crude Forged Indium Hatchet	Shaped Forged Indium Hatchet	Forged Indium Hatchet	Pristine Forged Indium Hatchet
Indium Javelin	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Javelin	Shaped Forged Indium Javelin	Forged Indium Javelin	Pristine Forged Indium Javelin
Indium Karabela	Common	51	Finish	Forge	Indium Edge	Indium Cross Guard	Stonehide Hilt	Crude Forged Indium Karabela	Shaped Forged Indium Karabela	Forged Indium Karabela	Pristine Forged Indium Karabela
Indium Katana	Common	51	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Cross Guard	Crude Forged Indium Katana	Shaped Forged Indium Katana	Forged Indium Katana	Pristine Forged Indium Katana
Indium Knotted Club	Common	51	Finish	Forge	Sandalwood Stave	Indium Spike	Indium Stud	Crude Forged Indium Knotted Club	Shaped Forged Indium Knotted Club	Forged Indium Knotted Club	Pristine Forged Indium Knotted Club
Indium Kukri	Common	51	Finish	Forge	Indium Edge	Indium Cross Guard	Indium Pommel	Crude Forged Indium Kukri	Shaped Forged Indium Kukri	Forged Indium Kukri	Pristine Forged Indium Kukri
Indium Lance	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Lance	Shaped Forged Indium Lance	Forged Indium Lance	Pristine Forged Indium Lance
Indium Maul	Common	51	Finish	Forge	Indium Hammer Head	Sandalwood Stave	Stonehide Hilt	Crude Forged Indium Maul	Shaped Forged Indium Maul	Forged Indium Maul	Pristine Forged Indium Maul
Indium Military Pick	Common	51	Finish	Forge	Indium Hammer Head	Sandalwood Stave	Indium Spike	Crude Forged Indium Military Pick	Shaped Forged Indium Military Pick	Forged Indium Military Pick	Pristine Forged Indium Military Pick
Indium Ornate Spear	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Ornate Spear	Shaped Forged Indium Ornate Spear	Forged Indium Ornate Spear	Pristine Forged Indium Ornate Spear
Indium Parrying Blade	Common	51	Finish	Forge	Indium Edge	Indium Pommel	Stonehide Hilt	Crude Forged Indium Parrying Blade	Shaped Forged Indium Parrying Blade	Forged Indium Parrying Blade	Pristine Forged Indium Parrying Blade
Indium Pitchfork	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Spike	Crude Forged Indium Pitchfork	Shaped Forged Indium Pitchfork	Forged Indium Pitchfork	Pristine Forged Indium Pitchfork
Indium Sceptre	Common	51	Finish	Forge	Indium Hammer Head	Sandalwood Stave	Faceted Nacre	Crude Forged Indium Sceptre	Shaped Forged Indium Sceptre	Forged Indium Sceptre	Pristine Forged Indium Sceptre
Indium Scythe	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Stonehide Cord	Crude Forged Indium Scythe	Shaped Forged Indium Scythe	Forged Indium Scythe	Pristine Forged Indium Scythe
Indium Shuriken	Common	51	Finish	Forge	Indium Edge	Beryllium Ornament	—	Fulminate Shuriken	Fulminate Shuriken	Fulminate Shuriken	Fulminate Shuriken
Indium Throwing Axes	Common	51	Finish	Forge	Indium Edge	Indium Pommel	Stonehide Hilt	Fulminate Throwing Axe	Fulminate Throwing Axe	Fulminate Throwing Axe	Fulminate Throwing Axe
Indium Throwing Daggers	Common	51	Finish	Forge	Indium Edge	Indium Pommel	Stonehide Hilt	Fulminate Throwing Dagger	Fulminate Throwing Dagger	Fulminate Throwing Dagger	Fulminate Throwing Dagger
Indium Throwing Hammers	Common	51	Finish	Forge	Indium Hammer Head	Indium Pommel	Stonehide Hilt	Fulminate Throwing Hammer	Fulminate Throwing Hammer	Fulminate Throwing Hammer	Fulminate Throwing Hammer
Indium Tomahawk	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Hammer Head	Crude Forged Indium Tomahawk	Shaped Forged Indium Tomahawk	Forged Indium Tomahawk	Pristine Forged Indium Tomahawk


 TABLE continued on next page

WEAPONRY (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Indium Tribal Spear	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Stonehide Cord	Crude Forged Indium Tribal Spear	Shaped Forged Indium Tribal Spear	Forged Indium Tribal Spear	Pristine Forged Indium Tribal Spear
Indium Trident	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Spike	Crude Forged Indium Trident	Shaped Forged Indium Trident	Forged Indium Trident	Pristine Forged Indium Trident
Indium Voulge	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Voulge	Shaped Forged Indium Voulge	Forged Indium Voulge	Pristine Forged Indium Voulge
Indium War Axe	Common	51	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Stud	Crude Forged Indium War Axe	Shaped Forged Indium War Axe	Forged Indium War Axe	Pristine Forged Indium War Axe
Stonehide Whip	Common	51	Finish	Forge	Stonehide Strap	Indium Edge	Indium Spike	Crude Tailored Stonehide Leather Whip	Shaped Tailored Stonehide Leather Whip	Tailored Stonehide Leather Whip	Pristine Tailored Stonehide Leather Whip
Indium Dirk	Common	52	Finish	Forge	Indium Edge	Indium Pommel	Stonehide Hilt	Crude Forged Indium Dirk	Shaped Forged Indium Dirk	Forged Indium Dirk	Pristine Forged Indium Dirk
Indium Executioner's Axe	Common	52	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Spike	Crude Forged Indium Executioner Axe	Shaped Forged Indium Executioner Axe	Forged Indium Executioner Axe	Pristine Forged Indium Executioner Axe
Indium Kris	Common	52	Finish	Forge	Indium Edge	Indium Pommel	Stonehide Hilt	Crude Forged Indium Kris	Shaped Forged Indium Kris	Forged Indium Kris	Pristine Forged Indium Kris
Indium Sai	Common	52	Finish	Forge	Indium Edge	Indium Pommel	Stonehide Hilt	Crude Forged Indium Sai	Shaped Forged Indium Sai	Forged Indium Sai	Pristine Forged Indium Sai
Indium Greatmace	Common	53	Finish	Forge	Indium Hammer Head	Sandalwood Stave	Stonehide Hilt	Crude Forged Indium Greatmace	Shaped Forged Indium Greatmace	Forged Indium Greatmace	Pristine Forged Indium Greatmace
Indium Ritual Dagger	Common	53	Finish	Forge	Indium Edge	Indium Pommel	Beryllium Ornament	Crude Forged Indium Ritual Dagger	Shaped Forged Indium Ritual Dagger	Forged Indium Ritual Dagger	Pristine Forged Indium Ritual Dagger
Indium Stiletto	Common	53	Finish	Forge	Indium Edge	Indium Cross Guard	Stonehide Hilt	Crude Forged Indium Stiletto	Shaped Forged Indium Stiletto	Forged Indium Stiletto	Pristine Forged Indium Stiletto
Stonehide Cestii	Common	53	Finish	Forge	Stonehide Strap	Indium Edge	Indium Spike	Crude Tailored Stonehide Leather Cestii	Shaped Tailored Stonehide Leather Cestii	Tailored Stonehide Leather Cestii	Pristine Tailored Stonehide Leather Cestii
Indium Morning Star	Common	54	Finish	Forge	Indium Hammer Head	Sandalwood Stave	Indium Spike	Crude Forged Indium Morning Star	Shaped Forged Indium Morning Star	Forged Indium Morning Star	Pristine Forged Indium Morning Star
Indium War Hammer	Common	54	Finish	Forge	Indium Hammer Head	Sandalwood Stave	Stonehide Hilt	Crude Forged Indium War Hammer	Shaped Forged Indium War Hammer	Forged Indium War Hammer	Pristine Forged Indium War Hammer
Stonehide Fist Wraps	Common	54	Finish	Sewing Table & Mannequin	Stonehide Strap	Stonehide Hilt	Indium Spike	Crude Tailored Stonehide Leather Fist Wraps	Shaped Tailored Stonehide Leather Fist Wraps	Tailored Stonehide Leather Fist Wraps	Pristine Tailored Stonehide Leather Fist Wraps
Stonehide Spiked Cestus	Common	54	Finish	Forge	Stonehide Strap	Indium Edge	Indium Spike	Crude Tailored Stonehide Leather Spiked Cestus	Shaped Tailored Stonehide Leather Spiked Cestus	Tailored Stonehide Leather Spiked Cestus	Pristine Tailored Stonehide Leather Spiked Cestus
Indium Bastard Sword	Common	55	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Cross Guard	Crude Forged Indium Bastard Sword	Shaped Forged Indium Bastard Sword	Forged Indium Bastard Sword	Pristine Forged Indium Bastard Sword
Indium Battle Hammer	Common	55	Finish	Forge	Indium Hammer Head	Sandalwood Stave	Stonehide Hilt	Crude Forged Indium Battle Hammer	Shaped Forged Indium Battle Hammer	Forged Indium Battle Hammer	Pristine Forged Indium Battle Hammer
Indium Knuckles	Common	55	Finish	Forge	Indium Plate	Stonehide Cord	Indium Stud	Crude Forged Indium Knuckles	Shaped Forged Indium Knuckles	Forged Indium Knuckles	Pristine Forged Indium Knuckles
Indium Mace	Common	55	Finish	Forge	Indium Hammer Head	Sandalwood Stave	Stonehide Hilt	Crude Forged Indium Mace	Shaped Forged Indium Mace	Forged Indium Mace	Pristine Forged Indium Mace

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Indium Claymore	Common	56	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Cross Guard	Crude Forged Indium Claymore	Shaped Forged Indium Claymore	Forged Indium Claymore	Pristine Forged Indium Claymore
Indium Flamberge	Common	56	Finish	Forge	Indium Edge	Indium Cross Guard	Stonehide Hilt	Crude Forged Indium Flamberge	Shaped Forged Indium Flamberge	Forged Indium Flamberge	Pristine Forged Indium Flamberge
Indium Rapier	Common	56	Finish	Forge	Indium Edge	Indium Cross Guard	Stonehide Hilt	Crude Forged Indium Rapier	Shaped Forged Indium Rapier	Forged Indium Rapier	Pristine Forged Indium Rapier
Indium Sabre	Common	56	Finish	Forge	Indium Edge	Indium Cross Guard	Stonehide Hilt	Crude Forged Indium Sabre	Shaped Forged Indium Sabre	Forged Indium Sabre	Pristine Forged Indium Sabre
Indium Greatsword	Common	57	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Cross Guard	Crude Forged Indium Greatsword	Shaped Forged Indium Greatsword	Forged Indium Greatsword	Pristine Forged Indium Greatsword
Indium Leafblade	Common	57	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Leafblade	Shaped Forged Indium Leafblade	Forged Indium Leafblade	Pristine Forged Indium Leafblade
Indium Short Spear	Common	57	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Short Spear	Shaped Forged Indium Short Spear	Forged Indium Short Spear	Pristine Forged Indium Short Spear
Indium Spear	Common	57	Finish	Forge	Indium Edge	Sandalwood Stave	Indium Shod	Crude Forged Indium Spear	Shaped Forged Indium Spear	Forged Indium Spear	Pristine Forged Indium Spear
Indium Falchion	Common	58	Finish	Forge	Indium Edge	Indium Cross Guard	Indium Pommel	Crude Forged Indium Falchion	Shaped Forged Indium Falchion	Forged Indium Falchion	Pristine Forged Indium Falchion
Indium Long Sword	Common	58	Finish	Forge	Indium Edge	Indium Cross Guard	Indium Pommel	Crude Forged Indium Long Sword	Shaped Forged Indium Long Sword	Forged Indium Long Sword	Pristine Forged Indium Long Sword
Indium Rod	Common	58	Finish	Woodworking Table	Indium Plate	Sandalwood Stave	Indium Shod	Crude Forged Indium Rod	Shaped Forged Indium Rod	Forged Indium Rod	Pristine Forged Indium Rod
Indium Tulwar	Common	58	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Cross Guard	Crude Forged Indium Tulwar	Shaped Forged Indium Tulwar	Forged Indium Tulwar	Pristine Forged Indium Tulwar
Indium Halberd	Common	59	Finish	Forge	Indium Edge	Stonehide Hilt	Indium Spike	Crude Forged Indium Halberd	Shaped Forged Indium Halberd	Forged Indium Halberd	Pristine Forged Indium Halberd
Indium Scimitar	Common	59	Finish	Forge	Indium Edge	Indium Cross Guard	Indium Pommel	Crude Forged Indium Scimitar	Shaped Forged Indium Scimitar	Forged Indium Scimitar	Pristine Forged Indium Scimitar
Indium Short Sword	Common	59	Finish	Forge	Indium Edge	Indium Cross Guard	Indium Pommel	Crude Forged Indium Short Sword	Shaped Forged Indium Short Sword	Forged Indium Short Sword	Pristine Forged Indium Short Sword
Indium Spatha	Common	59	Finish	Forge	Indium Edge	Indium Cross Guard	Indium Pommel	Crude Forged Indium Spatha	Shaped Forged Indium Spatha	Forged Indium Spatha	Pristine Forged Indium Spatha

WEAVING

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Sandcloth Fletching	Common	50	Interim	Sewing Table & Mannequin	Sandcloth Yarn	Meso Resin	Crude Sandcloth Fletching	Shaped Sandcloth Fletching	Sandcloth Fletching	Pristine Sandcloth Fletching
Sandcloth Bowstring	Common	50	Interim	Sewing Table & Mannequin	Refined Sandcloth Thread	Meso Resin	Crude Sandcloth Bowstring	Shaped Sandcloth Bowstring	Sandcloth Bowstring	Pristine Sandcloth Bowstring
Sandcloth Cloth	Common	50	Interim	Sewing Table & Mannequin	Refined Sandcloth Thread	Sandcloth Yarn	Crude Sandcloth Cloth	Shaped Sandcloth Cloth	Sandcloth Cloth	Pristine Sandcloth Cloth
Sandcloth Padding	Common	50	Interim	Sewing Table & Mannequin	Sandcloth Yarn	Meso Wash	Crude Sandcloth Padding	Shaped Sandcloth Padding	Sandcloth Padding	Pristine Sandcloth Padding
Sandcloth Pattern	Common	50	Interim	Sewing Table & Mannequin	Sandcloth Thread	Danshi Paper	Crude Sandcloth Pattern	Shaped Sandcloth Pattern	Sandcloth Pattern	Pristine Sandcloth Pattern
Sandcloth Thread	Common	50	Refine	Sewing Table & Mannequin	Raw Succulent or Sandcloth	Meso Oil	Crude Sandcloth Thread	Shaped Sandcloth Thread	Sandcloth Thread	Pristine Sandcloth Thread
Sandcloth Yarn	Common	50	Refine	Sewing Table & Mannequin	Raw Sandcloth or Succulent Material	Meso Wash	Crude Sandcloth Yarn	Shaped Sandcloth Yarn	Sandcloth Yarn	Pristine Sandcloth Yarn

Table continued on next page

WEAVING (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Stonehide Hide Plate	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Oil	Crude Stonehide Hide Plate	Shaped Stonehide Hide Plate	Stonehide Hide Plate	Pristine Stonehide Hide Plate
Stonehide Hilt	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	Crude Stonehide Hilt	Shaped Stonehide Hilt	Stonehide Hilt	Pristine Stonehide Hilt
Stonehide Leather Binding	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	Crude Stonehide Binding	Shaped Stonehide Binding	Stonehide Binding	Pristine Stonehide Binding
Stonehide Leather Cord	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	Crude Stonehide Cord	Shaped Stonehide Cord	Stonehide Cord	Pristine Stonehide Cord
Stonehide Leather Harness	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Resin	Crude Stonehide Harness	Shaped Stonehide Harness	Stonehide Harness	Pristine Stonehide Harness
Stonehide Leather Strap	Common	50	Interim	Sewing Table & Mannequin	Refined Stonehide Leather	Meso Wash	Crude Stonehide Strap	Shaped Stonehide Strap	Stonehide Strap	Pristine Stonehide Strap
Stretch of Stonehide Leather	Common	50	Refine	Sewing Table & Mannequin	Sullied Superb Quality Pelt	Meso Wash	Crude Stretch of Stonehide Leather	Shaped Stretch of Stonehide Leather	Stretch of Stonehide Leather	Pristine Stretch of Stonehide Leather

WOODWORKING

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	BC3 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Danshi Paper	Common	50	Refine	Engraved Desk	Raw Succulent or Sandalwood	Meso Wash	—	—	Crude Danshi Paper	Shaped Danshi Paper	Danshi Paper	Pristine Danshi Paper
Indium Arrow Head	Common	50	Interim	Forge	Indium Bar	Mezzolith Temper	—	—	Indium Arrow Head	Indium Arrow Head	Indium Arrow Head	Indium Arrow Head
Planed Sandalwood Lumber	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	—	—	Crude Planed Sandalwood Lumber	Shaped Planed Sandalwood Lumber	Planed Sandalwood Lumber	Pristine Planed Sandalwood Lumber
Sandalwood Dowel	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	—	—	Crude Sandalwood Dowel	Shaped Sandalwood Dowel	Sandalwood Dowel	Pristine Sandalwood Dowel
Sandalwood Lumber	Common	50	Refine	Woodworking Table	Raw Sandalwood	Meso Resin	—	—	Crude Sandalwood Lumber	Shaped Sandalwood Lumber	Sandalwood Lumber	Pristine Sandalwood Lumber
Sandalwood Quill	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Oil	—	—	Crude Sandalwood Quill	Shaped Sandalwood Quill	Sandalwood Quill	Pristine Sandalwood Quill
Sandalwood Stave	Common	50	Interim	Woodworking Table	Refined Sandalwood	Meso Resin	—	—	Crude Sandalwood Stave	Shaped Sandalwood Stave	Sandalwood Stave	Pristine Sandalwood Stave
Sandcloth Bowstring	Common	50	Interim	Sewing Table & Mannequin	Refined Sandcloth Thread	Meso Resin	—	—	Crude Sandcloth Bowstring	Shaped Sandcloth Bowstring	Sandcloth Bowstring	Pristine Sandcloth Bowstring
Sandcloth Fletching	Common	50	Interim	Sewing Table & Mannequin	Sandcloth Yarn	Meso Resin	—	—	Crude Sandcloth Fletching	Shaped Sandcloth Fletching	Sandcloth Fletching	Pristine Sandcloth Fletching
Sandcloth Thread	Common	50	Refine	Sewing Table & Mannequin	Raw Sandalwood Material or Succulent	Meso Oil	—	—	Crude Sandcloth Thread	Shaped Sandcloth Thread	Sandcloth Thread	Pristine Sandcloth Thread
Sandcloth Yarn	Common	50	Refine	Sewing Table & Mannequin	Raw Succulent or Sandalwood Material	Meso Wash	—	—	Crude Sandcloth Yarn	Shaped Sandcloth Yarn	Sandcloth Yarn	Pristine Sandcloth Yarn
Turned Sandalwood Lumber	Common	50	Interim	Woodworking Table	Sandalwood Scraps	Meso Resin	—	—	Crude Turned Sandalwood Lumber	Shaped Turned Sandalwood Lumber	Turned Sandalwood Lumber	Pristine Turned Sandalwood Lumber

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	BC3 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Sandalwood Buckler	Common	51	Finish	Woodworking Table	Planed Sandalwood	Strengthened Cord	Refined Strengthened Leather	—	Crude Conditioned Sandalwood Buckler	Shaped Conditioned Sandalwood Buckler	Conditioned Sandalwood Buckler	Pristine Conditioned Sandalwood Buckler
Sandalwood Club	Common	51	Finish	Woodworking Table	Sandalwood Stave	Stonehide Cord	Indium Stud	—	Crude Conditioned Sandalwood Club	Shaped Conditioned Sandalwood Club	Conditioned Sandalwood Club	Pristine Conditioned Sandalwood Club
Sandalwood Cudgel	Common	51	Finish	Woodworking Table	Sandalwood Stave	Stonehide Cord	Indium Shod	—	Crude Conditioned Sandalwood Cudgel	Shaped Conditioned Sandalwood Cudgel	Conditioned Sandalwood Cudgel	Pristine Conditioned Sandalwood Cudgel
Sandalwood Nunchaku	Common	51	Finish	Woodworking Table	Sandalwood Stave	Indium Chain Links	Indium Shod	—	Crude Conditioned Sandalwood Nunchaku	Shaped Conditioned Sandalwood Nunchaku	Conditioned Sandalwood Nunchaku	Pristine Conditioned Sandalwood Nunchaku
Sandalwood Drum	Common	52	Finish	Woodworking Table	Planed Sandalwood	Stretch of Stonehide Leather	Stonehide Strap	Indium Stud	Sandalwood Drum	Sandalwood Drum	Sandalwood Drum	Sandalwood Drum
Sandalwood Flute	Common	52	Finish	Woodworking Table	Planed Sandalwood	Rough Cambric Padding	Indium Strut	Indium Stud	Sandalwood Flute	Sandalwood Flute	Sandalwood Flute	Sandalwood Flute
Sandalwood Lute	Common	52	Finish	Woodworking Table	Planed Sandalwood	Rough Cambric Bowstring	Stonehide Strap	Indium Stud	Sandalwood Lute	Sandalwood Lute	Sandalwood Lute	Sandalwood Lute
Sandalwood Round Shield	Common	52	Finish	Woodworking Table	Planed Sandalwood	Strengthened Cord	Indium Stud	—	Crude Conditioned Sandalwood Round Shield	Shaped Conditioned Sandalwood Round Shield	Conditioned Sandalwood Round Shield	Pristine Conditioned Sandalwood Round Shield
Indium Bodkin Arrow	Common	54	Finish	Woodworking Table	Indium Arrow Head	Rough Cambric Fletching	Sandalwood Stave	—	Indium Bodkin Arrow	Indium Bodkin Arrow	Indium Bodkin Arrow	Indium Bodkin Arrow
Indium Hunting Arrow	Common	54	Finish	Woodworking Table	Indium Arrow Head	Rough Cambric Fletching	Sandalwood Stave	—	Indium Hunting Arrow	Indium Hunting Arrow	Indium Hunting Arrow	Indium Hunting Arrow
Sandalwood Short Bow	Common	54	Finish	Woodworking Table	Sandalwood Stave	Sandcloth Bowstring	Stonehide Cord	—	Crude Conditioned Sandalwood Short Bow	Shaped Conditioned Sandalwood Short Bow	Conditioned Sandalwood Short Bow	Pristine Conditioned Sandalwood Short Bow
Indium Rounded Arrow	Common	55	Finish	Woodworking Table	Indium Arrow Head	Rough Cambric Fletching	Sandalwood Stave	—	Indium Rounded Arrow	Indium Rounded Arrow	Indium Rounded Arrow	Indium Rounded Arrow
Sandalwood Long Bow	Common	55	Finish	Woodworking Table	Sandalwood Stave	Sandcloth Bowstring	Stonehide Hilt	—	Crude Conditioned Sandalwood Long Bow	Shaped Conditioned Sandalwood Long Bow	Conditioned Sandalwood Long Bow	Pristine Conditioned Sandalwood Long Bow
Spirit Totem of the Cobra	Common	55	Finish	Woodworking Table	Turned Sandalwood Lumber	Sandcloth Bowstring	Sandalwood Quill	—	Spirit Totem of the Cobra	Spirit Totem of the Cobra	Spirit Totem of the Cobra	Spirit Totem of the Cobra
Spirit Totem of the Monkey	Common	55	Finish	Woodworking Table	Turned Sandalwood Lumber	Sandcloth Bowstring	Sandalwood Quill	—	Spirit Totem of the Monkey	Spirit Totem of the Monkey	Spirit Totem of the Monkey	Spirit Totem of the Monkey
Sandalwood Bo Staff	Common	56	Finish	Woodworking Table	Sandalwood Stave	Sandcloth Fletching	Indium Shod	—	Crude Conditioned Sandalwood Bo Staff	Shaped Conditioned Sandalwood Bo Staff	Conditioned Sandalwood Bo Staff	Pristine Conditioned Sandalwood Bo Staff
Sandalwood Quarter Staff	Common	56	Finish	Woodworking Table	Sandalwood Stave	Beryllium Ornament	Indium Shod	—	Crude Conditioned Sandalwood Quarter Staff	Shaped Conditioned Sandalwood Quarter Staff	Conditioned Sandalwood Quarter Staff	Pristine Conditioned Sandalwood Quarter Staff
Sandalwood Fighting Baton	Common	57	Finish	Woodworking Table	Sandalwood Stave	Stonehide Hilt	Indium Shod	—	Crude Conditioned Sandalwood Fighting Baton	Shaped Conditioned Sandalwood Fighting Baton	Conditioned Sandalwood Fighting Baton	Pristine Conditioned Sandalwood Fighting Baton
Sandalwood Greatstaff	Common	58	Finish	Woodworking Table	Sandalwood Stave	Sandcloth Fletching	Indium Shod	—	Crude Conditioned Sandalwood Greatstaff	Shaped Conditioned Sandalwood Greatstaff	Conditioned Sandalwood Greatstaff	Pristine Conditioned Sandalwood Greatstaff
Sandalwood Kite Shield	Common	58	Finish	Woodworking Table	Planed Sandalwood	Indium Sheet	Indium Strut	—	Crude Conditioned Sandalwood Kite Shield	Shaped Conditioned Sandalwood Kite Shield	Conditioned Sandalwood Kite Shield	Pristine Conditioned Sandalwood Kite Shield


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WOODWORKING (CONTINUED)

Recipe Name	Tier	Level	Process	Device	Primary Component Description	BC1 Description	BC2 Description	BC3 Description	Simple Product	Formed Product	Worked Product	Elaborate Product
Sandalwood Pike	Common	58	Finish	Woodworking Table	Sandalwood Stave	Indium Hook	Indium Spike	—	Crude Conditioned Sandalwood Pike	Shaped Conditioned Sandalwood Pike	Conditioned Sandalwood Pike	Pristine Conditioned Sandalwood Pike
Sandalwood Spellbinder's Staff	Common	59	Finish	Woodworking Table	Sandalwood Stave	Faceted Nacre	Beryllium Ornament	—	Crude Conditioned Sandalwood Spellbinder's Staff	Shaped Conditioned Sandalwood Spellbinder's Staff	Conditioned Sandalwood Spellbinder's Staff	Pristine Conditioned Sandalwood Spellbinder's Staff
Sandalwood Tower Shield	Common	59	Finish	Woodworking Table	Planed Sandalwood	Indium Plate	Indium Strut	—	Crude Conditioned Sandalwood Tower Shield	Shaped Conditioned Sandalwood Tower Shield	Conditioned Sandalwood Tower Shield	Pristine Conditioned Sandalwood Tower Shield
Sandalwood Wand	Common	59	Finish	Woodworking Table	Sandalwood Stave	Sandcloth Fletching	Beryllium Ornament	—	Crude Conditioned Sandalwood Wand	Shaped Conditioned Sandalwood Wand	Conditioned Sandalwood Wand	Pristine Conditioned Sandalwood Wand



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